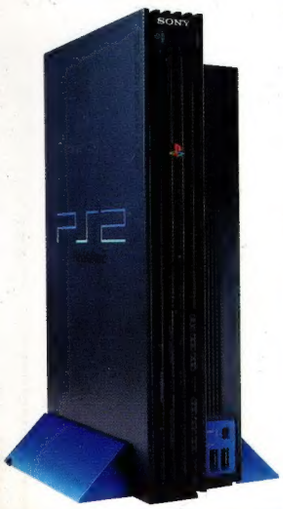
No.1 FOR PLAYSTATION 2

PSM2



NEW GAMES!

THE LORD OF THE RINGS

KICK THE HOBBIT! All-new exclusive shots and info!

COLIN MCRAE 3

JOCK'S AWAY! Get the hands-on verdict *first!*

TOCA RACE DRIVER

TYRE WILCOX! In-depth review – no holds barred!

BURNOUT 2

CARMAGEDDON! See how it blows away the original!

2002 YEAR OF THE MOVIE

- Minority Report
- Indiana Jones
- Reign of Fire
- The Thing

SEE THE GAMES *NOW!*

EXCLUSIVE REVIEW!

MAT HOFFMAN'S PRO BMX 2

Heads up! It's the first verdict on the best BMX game yet!

SLEAZY!

GRAND THEFT AUTO: VICE CITY

Your sickest ideas brought to life!

CAUTION: Graphic images inside...

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PlayStation®2 Sept 2002

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WELCOME TO PSM2

MAT HOFFMAN'S PRO BMX 2

PSM2 COVER GAME! PG26

World exclusive review of the biggest BMX game ever. Jackass or Jack Duckworth? We decide...

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS
Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION
Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL
We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES
As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION
Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...
Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

THIS MONTH, ONE MEMBER OF THE TEAM UNLOADED AN M16 RIFLE AT AN ALLIGATOR FARM.*

This wasn't happening in a game. Or his mind. This was happening in the real world. After unleashing the power of the 'basic' assault weapon, trying out a sniper rifle and moving on to an M16 *with a grenade launcher*, he jumped aboard an 80ft motor launch, got ferried to a tropical island, ragged around on a jet ski, then spent the evening chilled out in a pimp daddy-packed nightclub.

Regular readers will know *exactly* who drew the short straw *all in the name of work*. Yes, it's the man down the front, up there. Joel. The man who always has pressing engagements the week PSM2 has to hit the printers.

"Does Joel know something the rest of the world doesn't?" asked Marten Richards of Exeter in a surprisingly restrained letter this month. "Or is that just the way his staff photo looks?" Well, the answer's a complicated one. In that both answers are correct. His stare does mask a dark secret, but, equally, he does know something the rest of the world doesn't. All will be revealed next issue – suffice to say his firearm-discharging holiday (sorry, 'business trip') took place in *Miami*. Confused? See pg19. Then pg128. That's all we can say for now.

As for the rest of the issue – expect the usual exotic blend of The World's Best PS2 Reviews, Exclusives, First-look Features and Must-Have Tips. Hell, we're excited and we've seen it already...

THE PSM2 TEAM

*No animal was hurt in the making of this magazine – he was shooting at water barrels.

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 26

Fire up your PS2 and prepare for 3.5 hours of pixel-melting sensory fuel. PSM2 scoops tuxedo Snake in shuddering full-screen drool-o-vision...

DVD/MAGAZINE SYSTEM
PSM2DVD
VOL. 26 The HOTTEST games // The BIGGEST disc // The No.1 choice
EXCLUSIVE!
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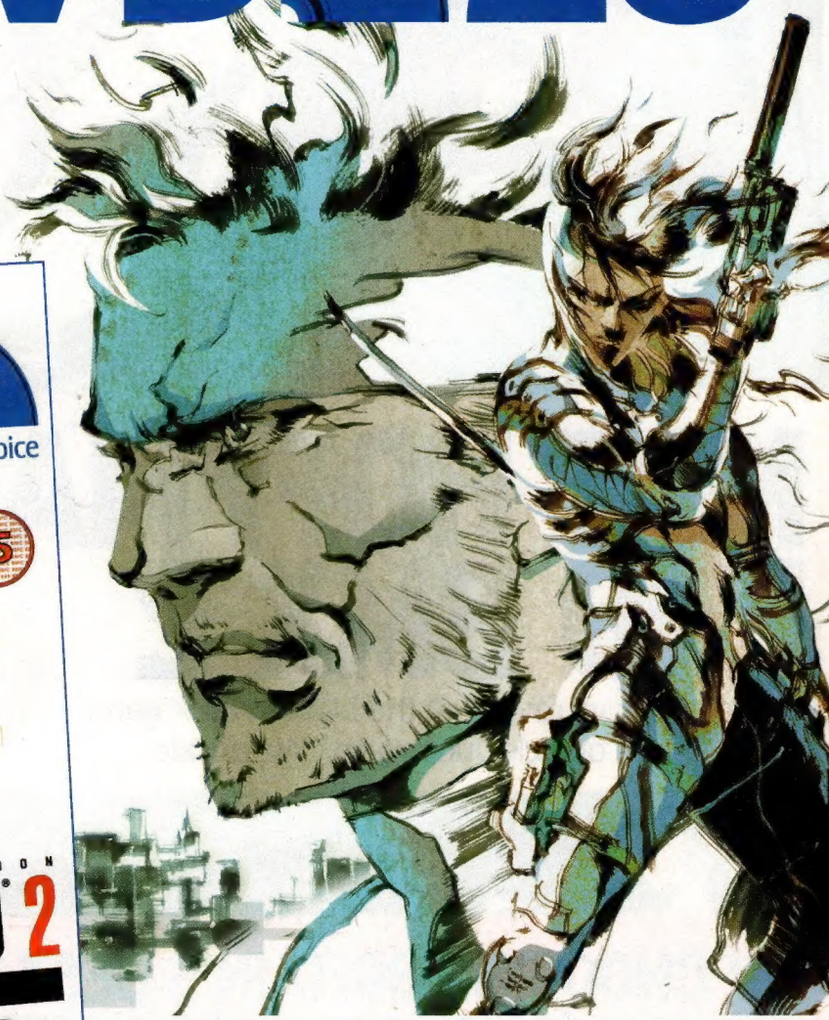
LORD OF THE RINGS
MORE THAN 3HRS OF PS2 PERFECTION!
DIE HARD VENDETTA
HARDWARE
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
DVD DEBUT! Remixed and reloaded – the No.1 game strikes back! See it all first!
MR T INTERVIEW!
We couldn't shut the fool up...
MAT HOFFMAN'S 2
THE GETAWAY
EXCLUSIVE INTERVIEW
Developers grilled till they squeal...
Loaded with



METAL GEAR SOLID 2 SUBSTANCE

The biggest disc, the funkiest games – PSM2 winds back the velvet curtain for the pin-sharp, full-screen premiere of Kojima's genius sequel *Metal Gear Solid 2 Substance*. Loosen your kecks, grab a frosty 'un and relish the full-length pulse-tickling E3 trailer in digital crikey-vision. The 60ft guards, Raiden's sword-slapping Ninja rampage and – ker-ching! – Snake skating Big Shell like a grizzled slash dog. Where other mags shout, PSM2 delivers.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing START) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

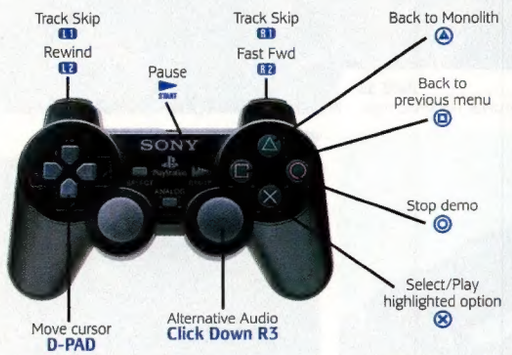
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release over three hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...



While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

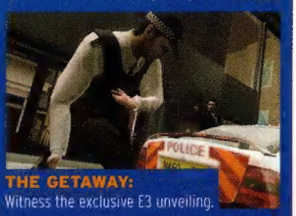
GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

TIME FOR T: PSM2 rattles chains with the A-Team legend. See Spy Cam for the full explosive encounter.

TIMESPLITTERS 2:
See and hear the developers speak.



THE GETAWAY:
Witness the exclusive E3 unveiling.

LORD OF THE RINGS:
You can almost smell the charred flesh.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

RATCHET AND CLANK:
More platforms than Marc Bolan.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you...

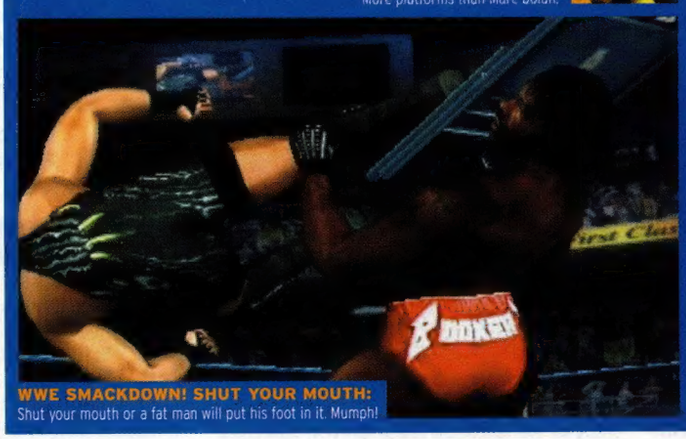
Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random. PLUS: Bonus Mat Hoffman doc. Look...

MAT HOFFMAN'S PRO BMX 2
See Mat speak bike in our exclusive interview extra.



WWE SMACKDOWN! SHUT YOUR MOUTH:
Shut your mouth or a fat man will put his foot in it. Mumph!

LAST MONTH...

DVD 25 featured a secret interview with Antonio Fargas, AKA Starsky & Hutch's Huggy Bear. Go to Accelerator and then press → to reveal the movie.

PLAYSTATION 2 MAGAZINE
PSM2

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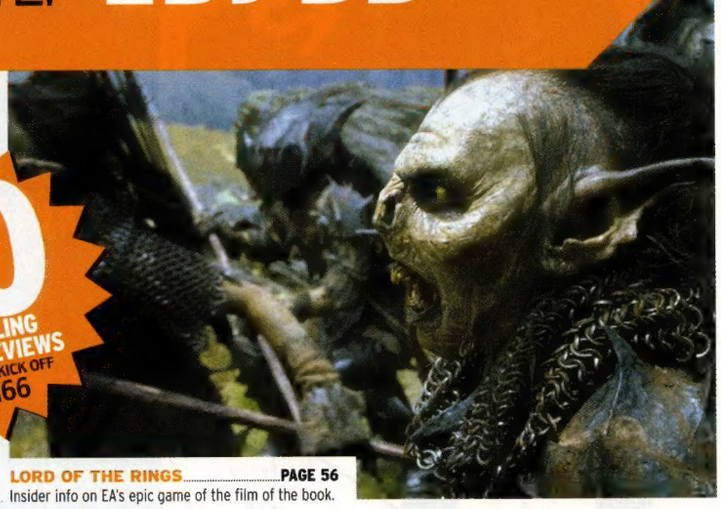
PLAYING PS2 LONGER, HARDER, FASTER
コンテンツ



LORD OF THE RINGS ..... PAGE 56
Insider info on EA's epic game of the film of the book.

STUNTMAN ..... PAGE 84
Woolly jumper? Find out in our body slamming review.

BURNOUT 2 ..... PAGE 48
Criterion's sequel rounds off a quintet of racers.

EXCLUSIVE REVIEW!

MAT HOFFMAN'S 2

No bar bails here, just a fit-to-split pannier packed with trick lists, huge levels and hours of footage of the man himself in action. It's a fast spin cycle of stunts and, once again, we're the first PS2 mag with the review. Is Mat still the high flyer, or is it all big franchise and little flare these days? Find out now on pg26.

RALLY FUSION: RACE OF CHAMPIONS ..... PAGE 42
Activision burns the rally rule book and adds a dollop of filthy fun.

COLIN MCRAE RALLY 3 ..... PAGE 32
Le Big Mac goes hardcore and kicks up some cross country class.

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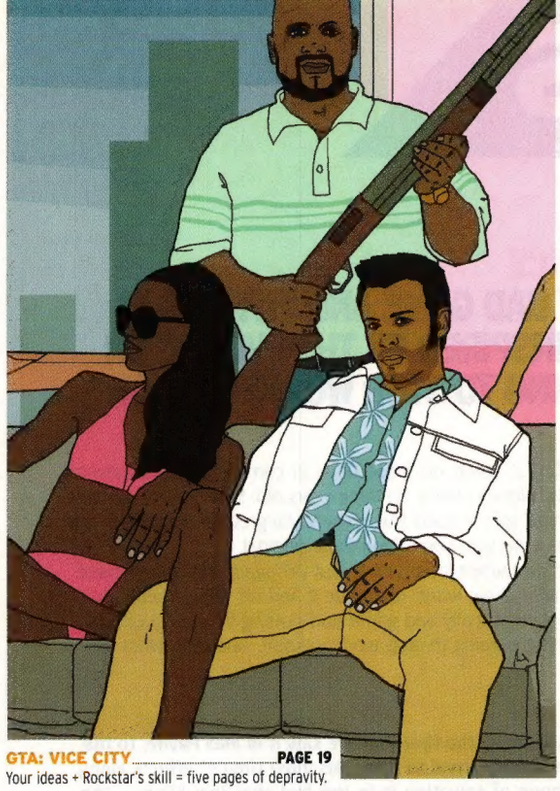
Run, jump, fly... access all areas in Midway's platformer.

DINO STALKER ..... **PAGE 74**
WW2 fighter ace goes Jurassic.



GTA: VICE CITY ..... **PAGE 19**
Your ideas + Rockstar's skill = five pages of depravity.

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"NO MORE EXPERIMENTING WITH COSTLY DRUGS." LAST LAUGH - PG130

YOUR QUICK FLICK GUIDE!

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Army Men RTS	105	Pro Tips
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"TWO WORDS THAT SEND A SHIVER DOWN GAMERS' SPINES - 'FILM' AND 'LICENCE'" NOT ANY MORE... PG54

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, go here now and check out what you've got to watch when you get home...

8 LETTERS
Find out what *real* PS2 gamers are talking about.

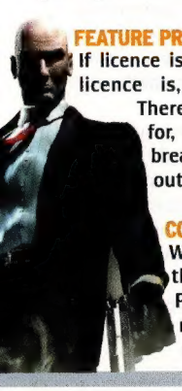
19 GRAND THEFT AUTO: VICE CITY
We sort through the thousands of letters and emails we've received, detailing the the things you demand to see in the sequel. Then we bring them to life.

26 MAT HOFFMAN'S PRO BMX 2
The king of the chrome handle bar and salt and pepper grips returns. But has he got the moxie and moves to slash the Mirra man's inner tubes?

ISSUE #26 "HOFFEN DROP"
The click, click, click of Mat's idling back spindle. It's been our mantra for the past two weeks. Now it's time to let the wheels rest, swap crash hats for thinking caps and come clean with a score.

BONUS STUFF

Features that take you deeper into the inky world of your PlayStation 2. Get ready to find out where the future of gaming's headed...



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If licence is king, then the movie licence is, erm... super king. There's everything to play for, but only if the movie breaks the box office. Find out more on.....54

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FINAL FANTASY 10: ..... **PAGE 112**
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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

THE VOICE OF CHOICE

"MAKING A REALLY BAD GAME AND PUTTING IN CAMERA EFFECTS 'INSPIRED BY THE MATRIX' OR CEL-SHADING IS GOING TO STOP WORKING SOON"

GAME
WWW.GAME.UK.COM

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

MATRIX BLOTTER

Freekstyle, Red Card, Devil May Cry 2. What do these have in common, eh? They're still ripping off ideas from The Matrix. The bloody Matrix. It's three years old. Surely every gamer in Britain is sick of watching the camera spin around like a cheap fairground waltzer? Surely game designers must be able to come up with something more original.

I thought cel-shading was quite nice when I first saw it. But yet again, developers have thought, "Oh, we can churn out anything we want, cel-shade it and it'll sell bucketloads." We aren't stupid, you know. Just making a really bad game and putting in camera effects "inspired by The Matrix" or cel-shading is going to stop working soon. And then what are these developers going to do?

Rob Whittle
St Helens

Couldn't agree with you more Rob. From the first time we saw it in *Max Payne*, to the recent jump cam in *Need for Speed* we've learned to lump this most tired of effects along with exploding barrels. Our only hope of salvation is in the fact that Joel Silver – the producer of The Matrix – has been quoted as calling the original bullet-time effect "Stone Age" in comparison to what they've managed to achieve for Matrix Reloaded. Let's hope Shiny can come up with something equally impressive for *Enter the Matrix*, due out at the same time as Reloaded next year...

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

LAME GAMES

Dear PSM2,

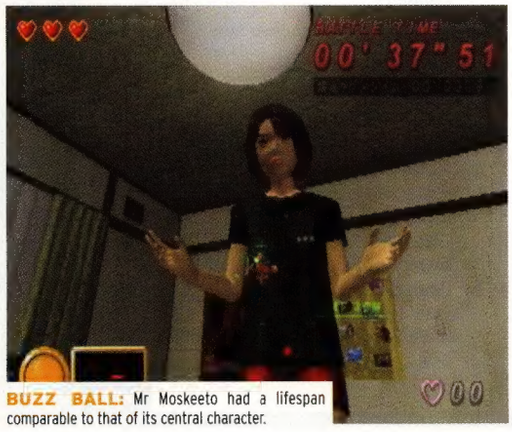
Some time ago I read a game review which said, "Originality isn't dead, but feeling sickly". This phrase got me thinking, and I couldn't help but draw a parallel between those words and much of the PS2's line-up.

I mean, let's take a look: *MGS2, FF10, Dynasty Warriors 3, FIFA 2002* – the list goes on forever. Admittedly, a tweak here and a twist there can often make a sequel into a better game, but playing *FF10* was nowhere near as enjoyable as its predecessor, the magical *FF7*. It seems to me that everything nowadays is a rehash – just take a look at some upcoming titles: *MOHF, Frogger, Pac-Man, Spyro*... Why can't developers think up some original concepts for once? I've had enough of mindlessly churned-out follow-ups.

Nick Waldron
Nottinghamshire

Aye, we all feel a bit like this sometimes, Nick, especially when some piece of cack like another *King's Field* game or the latest woeful *Army Men* effort plops onto our desks like a brown teardrop. But sometimes the follow-up can be a joy to behold – let's not forget that *MGS* started life way back on the NES, and that the awesome *Winning Eleven 6* is the latest in a long line of, well, six *Winning Eleven* titles, while the likes of *Mr Moskeeto* is as original as you like, and twice as crap to boot. It's all down to developers putting enough effort into their creations, whether they're part of a series or not.

WRITE TO PSM2 WITH: YOUR THOUGHTS ON THE ISSUE... YOUR HOPES FOR THE PS2 HDD... PROVOCATIVE QUESTIONS...



BUZZ BALL: Mr Moskeeto had a lifespan comparable to that of its central character.

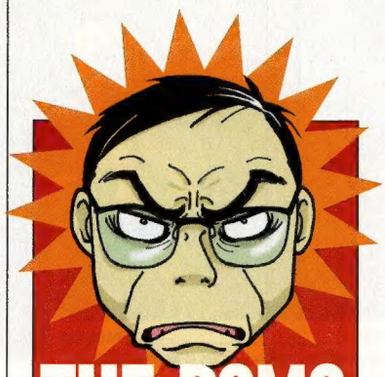
PS'D OFF

Am I the only PlayStation 2 owner on the planet to be slightly dubious about the whole Sony online gaming strategy? Don't get me wrong, the idea is a fantastic one which will only elevate gaming to new levels... but, from reports I have read, the costs are going to be astronomical. For example: if Sony charge for an Internet subscription fee (broadband or otherwise), this will be (for argument's sake) around the £15 mark. On top of that is the cost of the game and, as I understand it, a subscription for each game played... Am I the only gamer in the world to think this is crazy?

I mean – that is regardless of the fact that a hard drive, etc, will have to be purchased as well. No no no Sony, please don't join the 'rip off Britain' campaign. I, for one, will not be experiencing the online gaming revolution on the PS2 for some time to come if these costs are anything to go by – my trusty PC and 56K modem will do me for now...

John Davies
Cumbria

Sheesh. It must be the weather, but there's some serious thong-twisting going on this month. Some salient points there, John – nobody likes being ripped off and, let's be honest, we do tend to get the thick end of things here in the UK. We're dubious too – but let's get all the facts in before we start marching on Sony Towers with flaming brands.



THE PSM2 RAGE GAUGE

FANTASY FAN DOOM

Dear PSM2,

What the hell was that? I've bought and completed *Final Fantasy 10*, and the ending is totally crap. What a load of b*ll*cks. It's a floating testicle that only [krkkkrrr] and for some reason [krrkkkrrr]!

Why the hell does Tidus go to the Farplane when... (*Letter Ed: we've deleted this so it doesn't spoil the game for everyone.*) Even if he was, only... (*Letter Ed: and again.*) there! And those lazy-arsed Fayths can be a little more grateful than "we're going to stop dreaming now" after you just saved... (*Letter Ed: and once more ...*) Bastards!

Matthew Trueman, Bridlington

TRAIN SPEAKING

Dear PSM2

I was wondering if you could help me and translate one of the things the colonel in *MGS2* says when he loses it a bit: "Kawanishi-Noseguchi, Kinunbebashi, Takiyama, Uguisunomoni, Tsuzumigataki, Tada, Hirano, Ichinotoru, Uneno, Yamashita, Sasabe, Kofudoi, Tokwadai, Myonoukenguchi."

Kyle Revell
Bedfordshire

Well Kyle, we did a bit of research and it turns out they're all names of railway stations in Osaka, Japan.

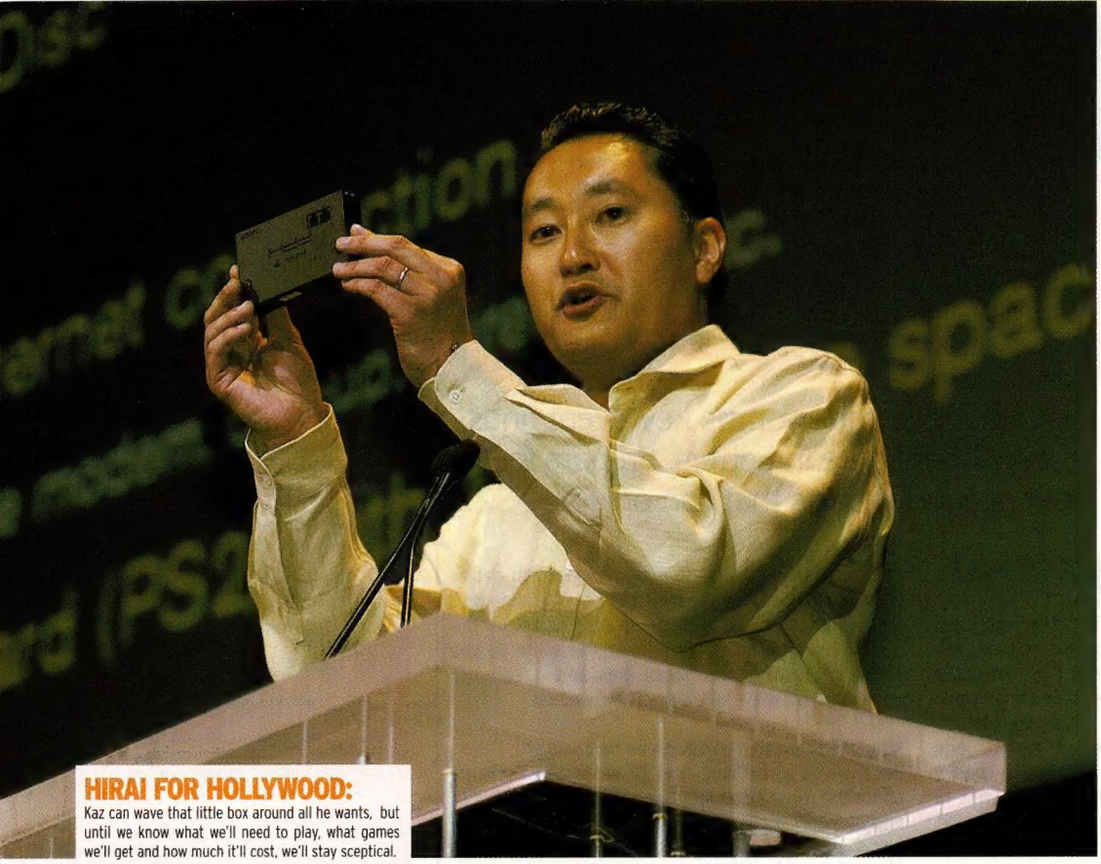
DEAR GOD...

Dear PSM2,

I was browsing the Net last night when I happened upon one of its more obscure sites. No, it didn't have anything to do with animals and/or weird sexual rituals. It was a gaming site, and while it wasn't particularly big or well-designed, it does have one thing that the immortal GamesRadar.com doesn't have. Please take a minute to sample this fine quote I found from www.breakthroughgaming.com:

'With all the *Final Fantasy* games, it is essential to use magic and cast spells, along with summoning monsters (like one that resembles the Devil). "Let no one be found among you... who practices divination or sorcery... casts spells... or who consults the dead." (Deuteronomy Ch.18 V.10-13).'

Mike
Halifax



HIRAI FOR HOLLYWOOD: Kaz can wave that little box around all he wants, but until we know what we'll need to play, what games we'll get and how much it'll cost, we'll stay sceptical.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

BLOND WIFE

I'm sick of you slagging off Raiden – he's much better than Solid Snake. Raiden beat five Metal Gears when Snake only did one!
Mark Owen, Cardiff
Raiden and Mark, sitting in a tree...

MICRO FRIGHT

Everything is getting smaller, like mobile phones – even fruit pastilles are smaller than they used to be.
Andy C, Bristol
Ah, that old perennial dilemma. Are things truly getting smaller, or are your hands just getting bigger?

F**K KNOWS

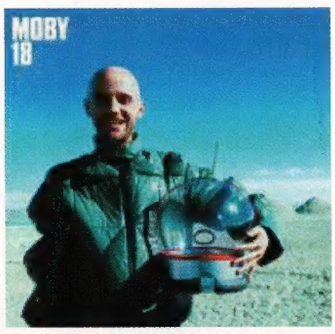
What are you on about? All these games with 18 certificates have them because of the violence, not "adult material". How many games do you hear the word "f** *k" in?
Neill Ireland, via email
So you think there should be two types of 18 ratings? One for swearing and one for violence? Or perhaps there should be three if you include sex. We could colour code them or something...

Um, yeah. Was it the First Book of Samuel where it says, 'So Saul said to his servants, "Provide for me now a man who can play well and bring him to me."'? There you go. That chap'd obviously been reading our Pro Tips. Proof that gaming is alright with Him Upstairs. Now, where's that copy of *Devil Mosh Slay Fest 4*?

FINAL FANTASY 18?

Dear PSM2,
This is getting too much! Not only is Moby happy to licence out his music to TV ads, he now appears in *FF10*, for crying out loud. What is the world coming to? Compare the cover of his latest album with the main picture in your review (issue 23, pg72) and tell me that the chap standing behind the woman is not the bald DJ himself? Britney is one thing, but Moby? Really!
Ashley Price
East Sussex

Yes, that's right. Richard himself. Yep. Come on, Ashley, don't keep the nurse waiting.



MR SHEEN: Moby in *FF10*? Possibly. We'd like to see him provide a game soundtrack, though...

WAS BEDEUTEN SIE?

Dear PSM2,
I have begun to notice a worrying trend in your great mag – the DVD, instead of being a cool extra, is starting to take over from the magazine. Many of the mag's decent features have been shifted onto the DVD. Instead of being able to look up a game's rating by turning to a page, you have to find the disc, load it, get through the menus, find the right section, go through a few more menus before eventually finding the score you needed.

Other features I like have also disappeared – namely, Bog Read. The reviews (though still the best anywhere) are getting shorter (and more German) and there seem to be more adverts in the mag as well. You're usually the first people to denounce a game where a gimmick is used as a main selling point rather than a decent extra, so why the attitude with your great mag?
Sam Judge
Buckinghamshire

Whew Sam, don't hold back. Actually, we thought we were doing everyone a favour by putting the game ratings on the DVD. Because they don't really change that much, we put them there to free up more space in the mag for the stuff that counts and that our readers want.

As for Bog Read, a magazine is a constantly evolving beast, and we thought it was time to do something new. But rest assured, we'll always have in-depth features whenever there's something in the world of PS2 you need to know about.

We hope you don't view the DVD as a gimmick – we could see your point if it was a tiny one.

German? We do not understand...

UP THE WORKERS

Dear PSM2 team,
Your 110% brilliant, accurate and cool magazine has improved a lot lately since you created your cooler DVD. At first I though "Oh! Hell!" But, ever since I found my way around the DVD, I started to realise how much better and cooler your DVDs were. Also I realised that there were more reviews and clips of PS2 games of the past, present and future. Also, it shows me how much work and care you put into your DVD as well as your magazine. As for your mag, your main reviews have been great with *Stuntman*, *Tekken 4* and *Tony Hawk's 4*. If there is a PS2 owner out there somewhere who doesn't get PSM2, I can bet that you're a total loser at PS2 games because PSM2 gives you all the help and cheats you need for every game and all the games that I have completed are thanks to you, PSM2. The only thing that I need to complain about is people sending in those bloody Rage letters because their letters haven't appeared in PSM2. Keep up the good work, ignore those Rage letters and don't change your great DVD.
Clark Lawson
West Lothian

Cheers, Clark. And so, for everyone who grumbles, someone else cheers. Black. White. And the world keeps on turning...

"NOT ONLY IS MOBY HAPPY TO LICENCE OUT HIS MUSIC TO TV ADS, HE NOW APPEARS IN FF10, FOR CRYING OUT LOUD"

KEEP IT UNREAL

Dear PSM2
When I look through your excellent magazine, I see games that say they have super-realism and AI. But I think realism in a game defeats its purpose, realism doesn't necessarily make a game cool or fun but it seems to be what people want, however games like *GT3* have no damage on the cars, but if it was realistic and had damage and I wrecked my car on the last lap of

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 DEFINING MOMENT

#26: CONCRETE TV

Your guide to this month's key event finds a new home here in Letters. Prepare for that spark of genius that can only be PS2...

FINALLY, SOME CONCRETE DETAILS ABOUT *GTA: VICE CITY*...

Have you seen it? The Concrete TV trailer? Ah, we'd better explain. Rockstar have started a renegade advertising campaign for *GTA: Vice City*, whipping hardcore Internet users and games forum groupies into waves of speculative glee. Basically, just by clicking on the link from Rockstar's home page (www.rockstargames.com), you can get a cheeky glimpse at the world of *Vice City* – via a series of funked-up, rapid-edit movie clips called Concrete TV.

So what's it all about, then?

Concrete TV's a thundering blink-and-you'll-miss-it homage to '80s culture, outlining the themes of *GTA: Vice City* – glamour, power and corruption. One second you're watching an excerpt from trash classic '80s flick Flashdance, the next a blast of Terminator 2 and some tastefully censored, er, people in the nuddy. Just to re-enforce the link to the game, there's plenty of crashing cars, shoot outs and – read into this what you will – fellers on bikes. Mental.

Why get so excited about an ad campaign?

Because it's a) brilliant, and b) drops teasing hints about the most anticipated game in PS2 history. Oh, and c) there's a clip from Ferris Bueller's Day Off. In a world of cruddy game ads, this is a genuine red hot blast of creativity. Which we applaud.

Send in the moments you think define the PlayStation 2 experience and we'll print up the best in the mag...

a two-hour endurance race I wouldn't be happy, and in FPS games if you start and get shot and die with one bullet you would be pretty frustrated. My point is games should be fun, good-looking and challenging and not a replica of real life.

Kyle Roff

Portland

It has ever been thus since the dawn of gaming – the way a game plays is more important than how it looks, take *The Bouncer* for example – all fur coat and no knickers. If you look back through the rosy mists of time, it isn't the lush-looking games you remember, it's the ones you played until the wee hours.

GET AWAY...

Dear PSM2,

I am surprised at how many letters you receive about PS2 games being expensive. I disagree, as looking at your Developer Insight on your DVD, you can see that it takes a lot of money to develop games. Look at *The Getaway* for example. It's been in development for years now, with the development cost rumoured to be

REAL: How real do you want to get? Photo real? Smelly vision? Taste-o-rama? Just enjoy...

running into the millions. Yet the game will sell for between £40-45. So I feel that this is not a heavy price to pay for it. We should buy the game to say thank you for the developers for making top class games.

David Maddocks

Liverpool

That's, um, very good natured of you, David. Although we'll probably stick to buying games because they're smashing, rather than as a polite thank-you.

THE GREAT AND THE GOOD

Issue after issue of your magazine you go on about how good games could become great games if only they could have done this or that or added this.

Well, why do the game makers not start making updates for all these average games and allow us to trade them for an extra £5? A bit of extra work would earn them a lot more and keep us loyal gamers pleased too.

I'm not sure how long it would take but maybe just adding a bit of car damage to *GT3* or updated characters on *Smackdown! 3* wouldn't take that much time or effort, would it?

Maybe this would become possible once the hard drive makes its way to PS2 but this idea would have us playing the games for a lot longer and would make a lot more money and that ain't half bad.

Joe Elvin

Portsmouth

It's a nice idea, Joe, but how about this – if developers went the extra mile in the first place, we'd have more great games to play without having to fork out twice for a game. Anyhow, if developers wanted to include certain features in the game, surely they would do it when they were first making it? Just a thought...

DON'T WRITE TO PSM2 WITH: WORRIES ABOUT HOW MUCH BETTER THAN PS2 SOME OTHER CONSOLE COULD BE...

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GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

GTA: Vice City
MGS2
PSM2 DVD
PS2 HDD
Piss-poor games

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

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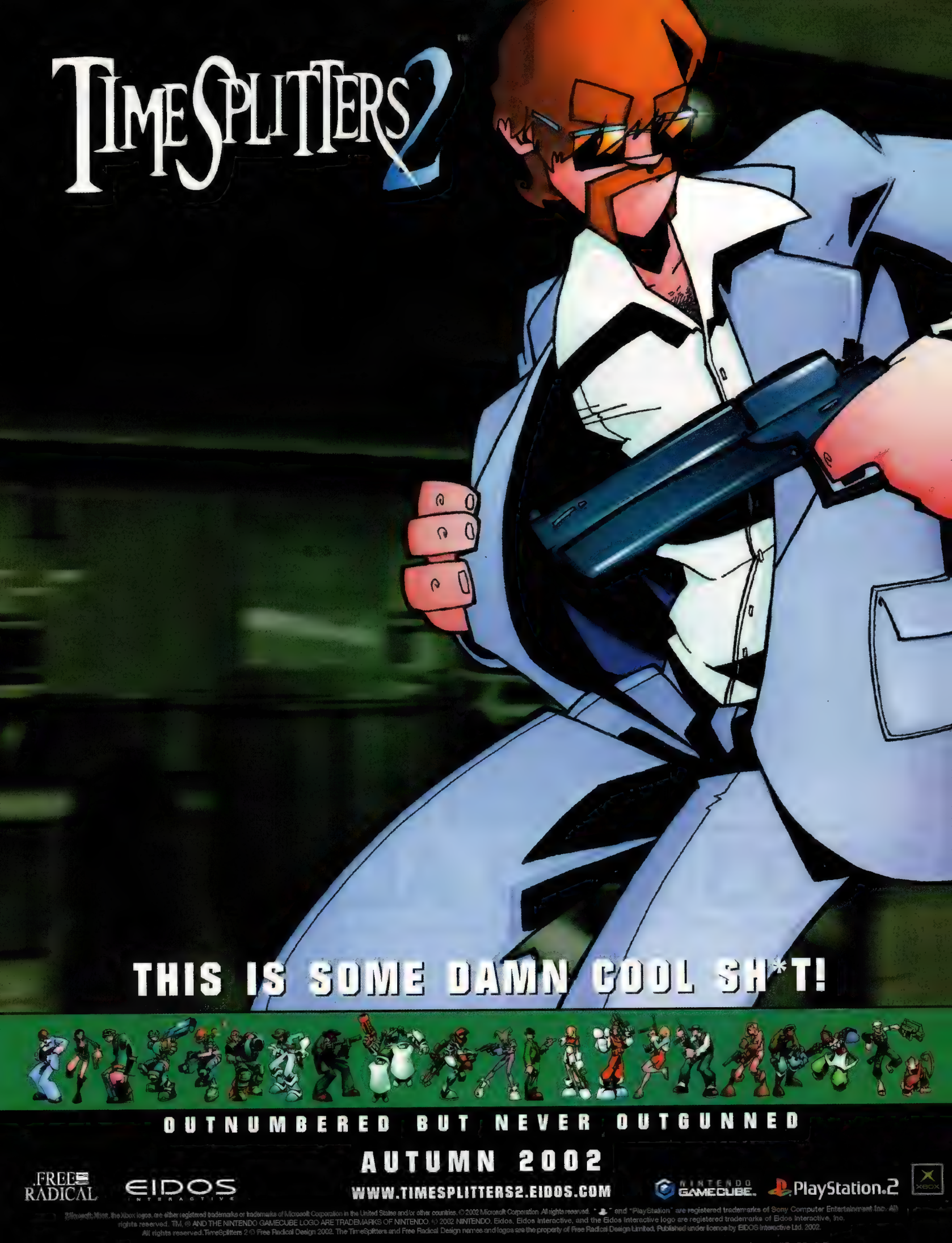

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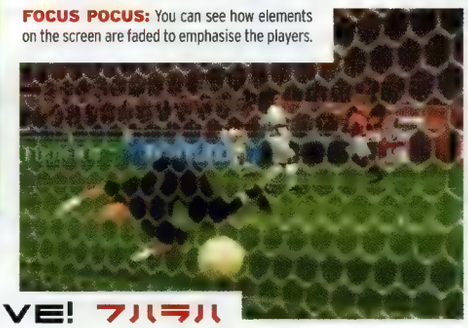
PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
DRIVING OPINION · BREAKING NEWS
ジンセイヒントソクホウ
ニュース

RUUD BEHAVIOUR: The players should feel like their real-life counterparts, with some chillingly accurate likenesses.



FOCUS POCUS: You can see how elements on the screen are faded to emphasise the players.

OFFICER DRIBBLE: Players arch into the ball when they run, changing feet and scrabbling to regain control.

>WORLD EXCLUSIVE! フルヨミ

2003 AND ALL THAT

World exclusive details of *FIFA 2003* – a whole new ball game, with a little help from PSM2.

Literally minutes before we went to press, PSM2 was treated to the world's first play of *FIFA 2003* – securing blisteringly exclusive screenshots and killer first details. As eagle-eyed readers from PSM2#25 may be aware, we've been directly involved in the development process, and couldn't wait to get our hands on the early code. Suffice to say, first impressions suggest a brave new direction for the *FIFA* series – and great news for gamers everywhere.

Speaking directly to PSM2, huddled over a widescreen TV and two toasty joypads, Executive Producer Danny Isaac explains the series' bold new direction: "We're getting back to the essence of football," he chimes. "This year it's really about gameplay." True to his word, Danny demonstrates the new ball control feature. The ball no longer sticks to the player's foot, but responds directly to his movements – so you can't sprint at full pace and turn on a sixpence like the *FIFA* games of old. The Sprint buttons have even been shifted to R1 – spookily familiar to *Pro Evo*.

Make no mistake, EA are fully aware of *Pro Evo's* critical adulation, and are determined to create an equally engrossing game – twinning instant playability with deceptive depth. Our earlier meetings had focused extensively on the merits of Konami's game – and *FIFA*'s perceived failings – in a no-holds-barred discussion designed to take the *FIFA* series in a fan-pleasing new direction.

One month on, we're delighted to report that EA are sticking to their promises and are delivering a deeper, more authentic footy sim. The free-passing system of old has been completely overhauled, so players can make swift two-yard passes with an instinctive tap of ⊗. In no time at all, PSM2 was gracing the ball about the pitch with barely a second thought. Better yet, the brilliant true-directional passing has been retained – assigned to △ – which allows for great angled passes into space, much like *Pro Evo*'s through-ball feature, but with more user-control.

The players have greater presence, leading to a new on-the-spot jostle system. When a man's got his back to the ball, you can move in close and tug his shirt – emphasising the players' strength attributes. EA are determined to make the players feel unique, with a stats system directly reflected in the controls – so no more overhead kicks from 30 yards with Gary Neville.

"EA ARE STICKING TO THEIR PROMISES AND ARE DELIVERING A MORE AUTHENTIC FOOTY SIM"

"WE'RE GETTING BACK TO THE ESSENCE OF FOOTBALL. THIS YEAR IT'S REALLY ABOUT GAMEPLAY"

PREMIER DIVISION: Executive Producer Danny Isaac talks *our* Dan through the world's first build of *FIFA 2003*.

KEEP YOUR RYAN THE BALL: The physics have been improved, so the ball rattles into open space.

SHOT TO PIECES: The free-kick system allows you to curve shots by changing where the player strikes the ball.

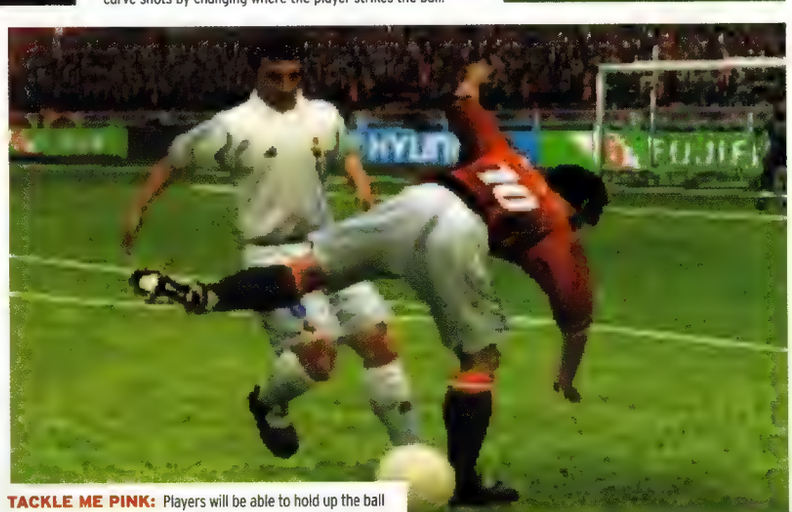
The presentation is as immaculate as ever, with a brilliant new camera feature that places the crowd into soft focus, highlighting the features of the player. Star players look especially realistic – including a messily-peaked Beckham in accordance with his current barnet.

The ball physics have been totally overhauled, so the ball will bounce into free space and bobble off players' knees – so no more 'hoover'-like fine control. There'll be more scuffed goals and a greater variety of shot patterns, leading to less predictable matches.

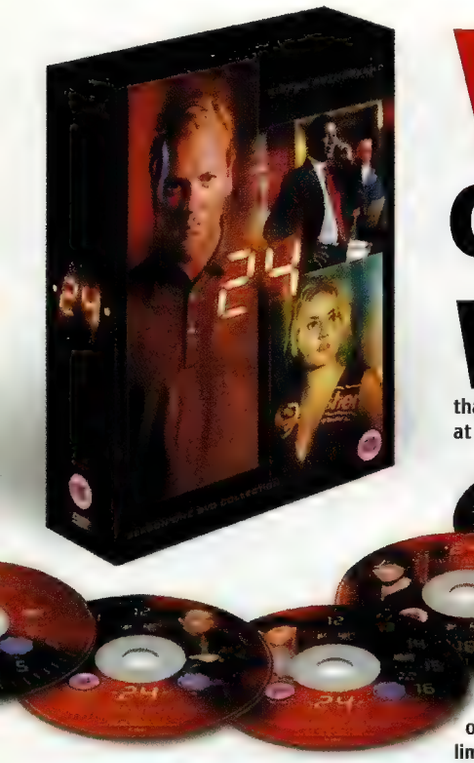
Crucially, *FIFA 2003* will focus on passing. As Executive Producer Rory Armes explains: "We wanted to make it a team-based sport, not just a series of one-on-ones." On the strength of the early code – with only 50% of our long-discussed ideas implemented – *FIFA 2003*'s already shaping up like a title contender. We'll be watching this one like an eagle-eyed talent scout.

PSM2 RECKONS *It's early days, but EA are really listening to gamers' feedback – obvious from the early code, which plays a tight passing game. The dribbling effect is tremendous, with a real sensation of speed and momentum. Our only reservations are the occasionally squiffy auto-passes and the slightly tricky shooting – don't panic, though, as both areas are still under development.*

Above all, it's a real fans game, which might twin FIFA's *lustrous production values to some expansive gameplay. In short, the footy game we've always wanted. One thing's for sure, if it falls short, it won't be for lack of passion.*



TACKLE ME PINK: Players will be able to hold up the ball and give last minute flicks using the right analogue stick.



WIN! 5 COPIES OF THE 24 DVD BOX SET

Wake up. Eat. Play *'Splitters 2*. Write. Sleep. That's your average day at PSM2. Rubbish, eh? Still, it's a whole lot better than Jack Bauer's – the unlucky character at the centre of the TV series 24. In a little over 12 hours, he's had his employer killed, his daughter abducted and severed a man's thumb. In fact, around about the time Joel's moaning about sandwich man's floppy baguettes, Jack's already offed a businessman in the back of his limo and been arrested twice.

Here's the bind. Seeing as each episode covers an hour of Jack's day (well, er, 45 minutes allowing for ad breaks) – you've got to sit through 24 shows to reach the conclusion. Since the episodes are screened weekly, that's nearly half a year of dedicated viewing. Yikes.

Worse yet, if you miss an episode, you get that sinking sensation that you'll never catch up. Well, fear not, as Twentieth Century Fox Home Entertainment are releasing the entire series – all 1041 minutes of it – in one mammoth five disc box set, on sale 19th August.

Handily, PSM2 has teamed up with the team at Twentieth Century Fox Home Entertainment, to give away five copies of the mammoth 24 box set, which is worth a whopping £44.99. If you want to know how good it is, turn to our review on pg91.

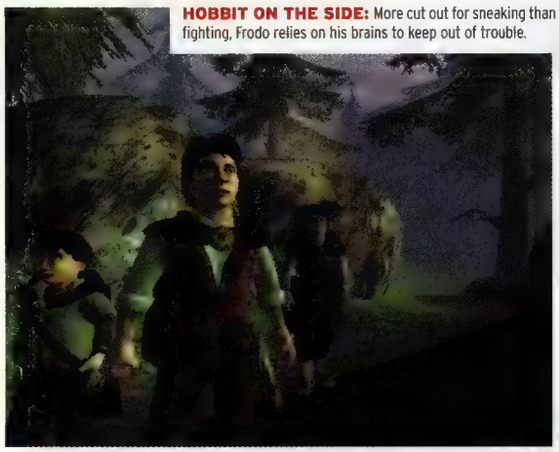
To be in with a chance of crippling your social life, just answer this simple question:

Who is Kiefer Sutherland's famous dad?

a) Ronald
b) Donald
c) Ronald McDonald

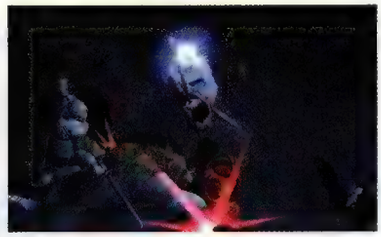
Answers on a postcard, with your name and address, to:
I have the Bauer! PSM2,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW.

As usual the Editor's decision is final and no correspondence will be entered into. Closing date: 10th September 2002.

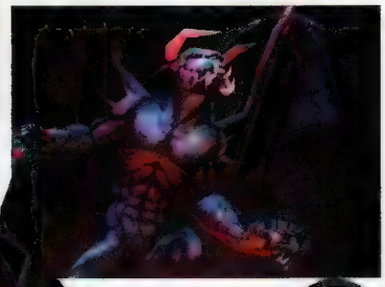


HOBBIT ON THE SIDE: More cut out for sneaking than fighting, Frodo relies on his brains to keep out of trouble.

YOUR GOOD ELF: Aragorn is handy with a blade, but he uses his bow for picking off those creatures who lurk above.



A LOAD OF WARLOCKS: Gandalf can mix it with his sword but five powerful spells do the real damage.



>PSM2 INVESTIGATION 7172

SHIRE EDUCATION

Who hasn't taken a shot at JRR? First EA target the movie licence, now Vivendi have set their sights on the book.

There was a time when the closest you could get to The Lord of the Rings was the 8 bit, 16 colour, 48K world of Speccy text adventure *The Hobbit*. Not any more. Vivendi's *The Fellowship Of The Ring* (based on the book, not the film) is the most exhaustive recreation of Middle-Earth to date.

Given the rights to the first book, Seattle developers Surreal Software have re-forged their *Drakan* engine to create a slice of swordplay that stays true to the first tome but dishes out the action with all the sharp edges of *Tenchu*. From the Shire, through Rivendale and into the dank Mines Of Moria, the mixture of combat combos and constant questing never lets up.

Setting out to smelt the all powerful One Ring, to prevent it falling into the hands of the demonic Lord Sauron, Frodo and his miniature mates cross a hostile Middle-Earth aided by a diverse melting pot of fighters and a famous grey wizard.

Through the 27 levels the action switches between Aragorn, Gandalf and Frodo, with each hero using their own skills in combat, magic and stealth.

Instead of the film's plot liberties, this is one title that stays the course of the entire fantasy epic. Approved by Tolkien Enterprises and plenty of bearded readers, you can expect appearances from forgotten friends like Tom Bombadil and bonus battles against Old Man Willow. Current wisdom points to an autumn release.

PSM2 RECKONS

Third-person sabre rattling mixed with adventuring in The Fellowship Of The Ring *might not make Middle-Earth spin off its axis, but for seasoned dungeon masters, it could be enough to tip the scales away from EA's creation.*

PlayStation.2

INFOGRAMES

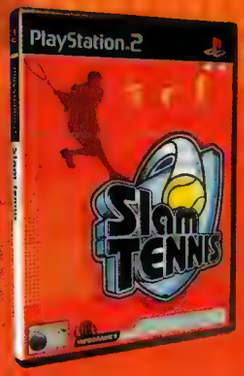
HAVE YOU GOT THE BALLS?

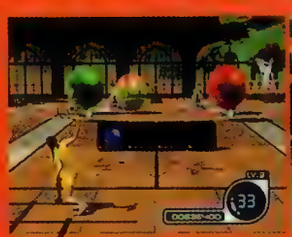
Slam Tennis goes where no tennis game has gone before – this is liquid tennis with attitude. A game that recreates then amplifies the excitement, atmosphere and challenge of modern professional tennis. In Slam Tennis overcoming your opponent is only part of the challenge.

Featuring: Kafelnikov, Moya, Henman, Norman, Ferrero, Clement, Vinciguerra. Each with their own style of play, strengths, weaknesses and favoured shot.

Slam TENNIS

Liquid tennis with attitude





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PISTON BROKE: You need to win championship races in the Career mode to buy new bikes and spare parts.

LEAN STREETS: Pull back on the pad to make your rider sit up straight, increasing his wind resistance.

BENDY RICHARDS: Use the shoulder buttons to lean your weight into the curve and optimise the racing line.

GRID EXPECTATIONS: Mistakes cost you dear - but the game is being tweaked to encourage beginners.

COURSE LANGUAGE: You'll be spitting bullets when you crash - so learn the track layouts inside out.

SAKURAI SHOWDOWN: Say hello to Mitsu Sakurai, Spike's COO - we asked him to stand to the right, honest.

PS2 INTERVIEW 71/73

BIKE TO THE OLD SCHOOL

Bam's blisteringly realistic *Riding Spirits* screams past *Moto GP* on collision course with *GT3*. How will it survive? Developers Spike reveal all...

Two minutes into our first go of *Riding Spirits* – playing on Easy level with brake assistance and automatic gears – we've already fallen off six times. When the race draws to a close, we're 27 seconds behind the pack, sobbing into our shiny leathers. Make no mistake, *Riding Spirits* is tough – the self-proclaimed *GT3* of bike games. How will Spike encourage casual gamers to persevere? Spike's Chief Operating Officer Mitsu Sakurai bares all...

"There are two distinct modes of play – a Career Mode... which is the simulation aspect, or the more immediate Arcade Mode, where it's possible to get racing with a minimum number of button presses... there's even a Training Circuit, which gives nervous players the chance to get used to riding around corners. We recommend trying this out as the handling of a motorbike is very different to that of a car."

Sure enough, our second attempt is more encouraging. We only crash twice. Sakurai explains the fundamental problem: "Bikes handle very differently to cars; racing lines must be judged earlier and more accurately to balance the motorbike. If you crash a bike you fall off – not quite the same in a car.

"A lot of racing games make the mistake of not ensuring that the car is interacting with the the road, a feeling of just 'sliding around'," Sakurai continues, "It's important that the player can 'feel' the surface as they're racing. We spent so much time getting the handling right, to ensure that it feels like riding a bike – not a car."

Crucially – in comparison to *Moto GP* – *Riding Spirits* lets you control the rider independently of the bike, so you can lean into corners and sit up straight to reduce speed. The intricate controls yield satisfying results. With over 150 licensed bikes, from Yamaha, Suzuki, Honda and Kawasaki, plus a *GT3*-aping Career Mode, *Riding Spirits* could be the game armchair Carl Fogarty's have been waiting for.

PSM2 RECKONS *Realistic? You betcha', but* Riding Spirits *currently lacks the visual punch – or immediacy – to ensnare casual gamers. Shame, because this is a comprehensive bike sim, poking two-fingers to kid-friendly racers.*

BYTESIZE

USA: Infogrames have snapped up the licence to the forthcoming *Terminator 3: Rise of the Machines* movie, with the option to develop *Terminator 4* should the film ever be made in the future. Schwarzenegger will be reprising his role as a T-800, protecting – yawn – John Connor *again*, this time from a female T-X terminator with the ability to control machinery. Due summer 2003.

JAPAN: Sony are releasing two limited edition translucent PS2 packages. The first is Ocean Blue and comes packaged with a DualShock 2, matching vertical stand and a regular DVD remote. The second is black and contains the same ingredients. The release dates are July 18th and August 1st respectively, with each machine costing ¥30,000 (around £164). There's a slim chance of a UK release, which would possibly be before Christmas.

UK: Kemco are cracking ahead with *Eggomania* – a frantic muti-player puzzle game, played like *Tetris* in reverse. Choosing from eight egg-shaped characters, players have to scramble to the top of the screen, stacking blocks and poaching power-ups to escape the rising tide. Initial impressions are cracking, but 'an oeuf' for now – because we're frying to bring you the first review of this potentially egg-shell-ent game next issue. Sorry.

SCREEN, NOT HEARD: This a provisional sketch of the show floor - note the number of playable PS2s.

>EVENT 71173

PLAY BEFORE YOU PAY

Want to play the best PS2 games before they're released? Or thrash the PSM2 team at *Pro Evo 2*? Then get yourself to the Playstation Experience.

Sony are inviting you – that means *you* – to play Playstation 2's greatest games months before they hit the shops, courtesy of the imminent PlayStation Experience show. The event will be held at Earls Court, London, from Thursday 29th to Saturday 31st August, giving gamers a unique chance to get their hands on key titles, such as *TimeSplitters 2*, *The Getaway* and – eep – *Pro Evo 2*. The event will be held in conjunction with the annual trade-only European Computer Trade Show (ECTS), where leading software publishers unveil their killer Christmas line ups.

Best of all, if you attend, you'll be playing games at the same time as the press – including all of us at PSM2 – so you can diss our judgements first-hand. Didn't like our assessment of *The Getaway*? Then decide for yourself. And it's not just us you can complain to about iffy games: all the top publishers will be there – including EA, Activision and Capcom – with most AAA games making an appearance. Sadly, though, there's no Take Two, so cheerio *GTA: Vice City*. Arse-cakes.

PSM2 RECKONS *What are you waiting for? Sony are determined to eclipse their rivals, and the event should be chocka with freebies. Just check out the list of games, and if you spot us, pop over for a cup of cocoa and a sound whipping in* Splitters' 2

'SPLITTERS INTO LIFE: Get to experience the heavenly four-player carnage of *Timesplitters 2* first.

COPPER FEEL: You'll be able to get hands on with Team Soho's *The Getaway*. Worth the hype? You decide.

THE DETAILS

This is being organised by Sony, not PSM2 – so please don't ring us for tickets. Please. Anyway, here goes:

There'll be two sessions per day: 9am to 2pm, and 3pm to 8pm. Tickets are valid for a single session *only* and cost £8. There's an additional booking charge of £1, and lost or stolen tickets won't be replaced. Children under 13 must be accompanied by an adult and there'll be age restrictions for certain games. Proof of age will be required. No cameras and videos allowed. The organiser reserves the right to refuse admission.

The location is Earl's Court Exhibition Centre, Warwick Road, Earl's Court, London. (Earl's Court tube station, Piccadilly and District Lines).

TO BUY TICKETS

Phone the ticket hotline on 0870 739 8700 or visit www.uk.playstation.com.

CONFIRMED GAMES

SONY:
The Getaway
GT Concept
F-355 Challenge
This Is Football 2003
Tekken 4
Formula 1 2002
Ninja Assault
Space Channel 5 v.2
Ratchet and Clank
WRC 2
Kingdom Hearts
Primal
Alpine Racer
Ape Escape 2
Sly Racoon
Mark of Kri

EIDOS:
Lara Croft Tomb Raider: The Angel of Darkness
TimeSplitters 2
Hitman 2: Silent Assassin
Way Of The Samurai

ACCLAIM:
Aggressive Inline
Vexx
Turok: Evolution
Burnout 2
Legends Of Wrestling 2

CAPCOM:
Dino Stalker
Onimusha 2
Auto Modellista
Marvel Vs Capcom 2
Devil May Cry 2 (video only)

KONAMI:
Pro Evolution Soccer 2
Dance Stage Party

UBI SOFT:
Donald PK
Myst 3
Sum Of All Fears
Rayman 3
UFC Throwdown
Ghost Recon
XIII

ACTIVISION:
Tony Hawk's Pro Skater 4
Matt Hoffman's Pro BMX 2
Kelly Slater's Pro Surfer
Rally Fusion: Race of Champions
X-Men Next Dimension
Blade 2
Wreckless
Bounty Hunter
Minority Report

PLUS:
The following publishers will definitely attend. Line-ups are yet to be confirmed, but we've listed their key possible titles:

EA:
Lord of the Rings
James Bond 007 Nightfire

INFOGRAMES:
Stuntman
MIB 2
Battle Engine Aquila

THQ:
WWE Smackdown!
Shut Your Mouth
Red Faction 2

RAGE:
Rocky

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magenta

DUAL SHOCK™

PlayStation®

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

STUART LITTLE 2™

Illustrations by Lee Woodgate

grand theft auto vice city

Rockstar are keeping schtum, so PSM2's knocking down the doors of truth with a jackhammer. We can now reveal your most-requested additions for *GTA: Vice City*, including strip shows, chopper missions and golf club torture...

Christ, what were we thinking? We expected a healthy response to our *GTA: Vice City* campaign, but nothing quite so, well, *frightening*. Over the last few months, the office has been drowning under a tsunami of letters, emails and painstakingly constructed rants. We sat down and read 'em – *all 3000 of them* – to discover what you want to see in the most hotly anticipated sequel of the year. We demanded honesty – and you delivered with a dazzling array of eccentricity and outright genius.

Some suggestions were completely boggling. All some people wanted to do was "run a business, like a sweet shop or gun shop" or "sit in the flat watching television". Others wanted to walk around the city, "watching films and looking at advertising hoardings". Erm, we don't know how to put this, but *GTA3* isn't technically *real*. Not in the same way as, say, life. Or those china babies you can buy in the Sunday supplements. Even if these feats were technically possible, it doesn't make them, well, *right*.

Mercifully, some folk still see games as an extension – not a replacement – for reality. Memorable suggestions include the ability to "assassinate key public figures, like football players or world leaders" and – man alive – "piss on the face of fallen foes". Don't worry – we're saving the *really* reprehensible stuff for later.

We'll be taking the cream of your suggestions to developers Rockstar and demanding their inclusion – so cast your eyes over the next four pages for a revealing glimpse into the future.

WELCOME TO MIAMI

Using every last suggestion, we've compiled your definitive guide to *GTA: Vice City* – into one easy-to-digest map. Can you spot one of your ideas lurking in the backstreets?

VICE BUT DIM

Ideas that were either rubbish, sick or should land you in chokey. Names withheld to protect the guilty.

1) The ability to kill families and take their houses. Or live in a drain.
2) Prostitutes should have bigger breasts and "nice hair".
3) Stray cats, birds and dogs.
4) Lead character can fly.
5) Lead character called Paul.

COMMON THEMES

The most frequently requested additions. Must be good then.

1) The ability to join a gang.
2) Helicopters or something that flies *properly*, with structured missions.
3) Better police AI – you don't get chased for punching a copper in a secluded alley, or just scraping their car.
4) If you can see a building, you can enter it.
5) Improved targeting system.

KEY TO THE CITY

1) SNIPER MISSIONS: With stricter structure, breezy rooftops and busy crowds.
2) CELEBRITY 'TARGETS': Assassinate the President or chat show hosts.
3) MR WHOOPEE: Strict ice cream van missions.

4) HELIPADS: Look! Over there...
5) NEW DUDS: Including deep sea diving suits. We couldn't believe it either.
6) LIGHTSABERS: Plus chains, bin lids, golf clubs and – yes – small thermonuclear bombs.

7) THE A-TEAM VAN: Edging out hovercrafts and milk floats.
8) WORKING BANKS: When Securicor delivers. POW!
9) HANDGLIDERS: Handily left on top of buildings. Natch.

10) MONSTER TRUCKS: For parking in 'tight' spaces.

11) ROOFTOP CONDOS: Murder a gang boss, then nick his pad and swimmies.

12) HELICOPTERS: Nick police choppers and – assume deep voice – *keep the peace*.

13) GRAFFITI: Decorate rival turf with your tag or – tee hee – pictures wot look like willies.

14) PIMPIN': Run a team of working women, collecting debts with a 'stern', bat-shaped word.

15) STRIP CLUBS: Spend money! Ogle ladies! Accumlate shame!

16) FLYING BODIES: Crash at speed, and you exit the car by the windshield.

17) MOTORBIKES: Harley Davidsons were more popular than scooters, bizarrely.

18) TRACTORS: Lay a wreath of devastation. At a strict 5 mph.

19) SKATEBOARDS: With stunts like kickflips, ollies and grinds. Really...

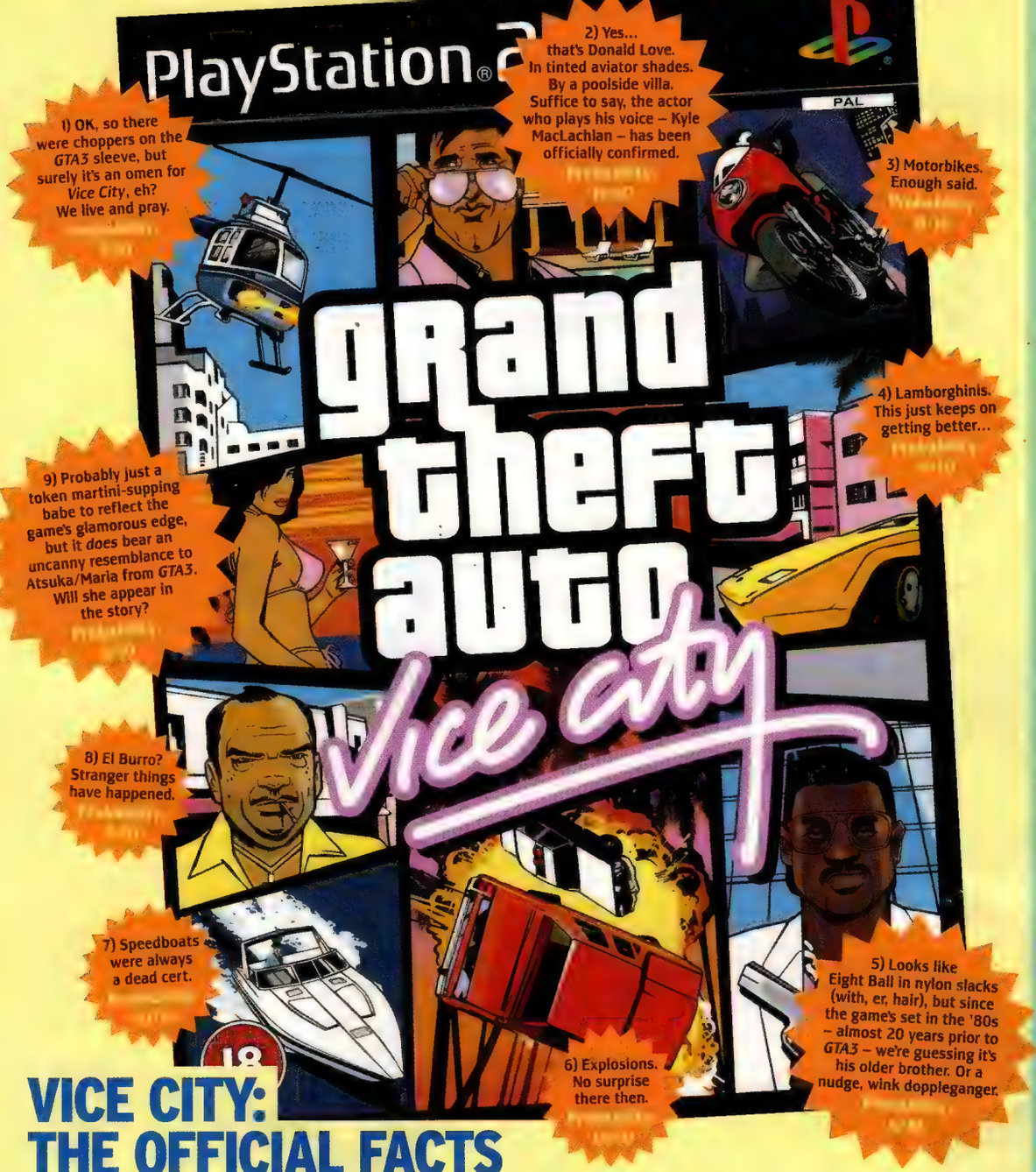
20) HOT AIR BALLOONS: We're not making this up. We blame Rainbow.

YOUR TOP THREE IDEAS: RATED

1) Bit of a combined effort this. Marty S (address withheld) wanted: "A selection of hideouts with security systems, helipad, pool, dogs and women." Very gangsta rap. Meanwhile, Russel Burke and James Rose of Shropshire settled for home comforts: "You can order pizza, drinks, videos, strippers, entertainers and cars." Martin from Lancashire just wanted friends: "Eight Ball and Ray could live with you." Almost everyone wanted a customisable hideout – and we agree. After a hard day's looting, what could be better than curling up with a DVD and shooting Eight Ball in the knees when he refuses to get the beers in?

2) One letter towered over the pack in terms of overall invention, wit and, frankly, madness. For fear of arrest, we'll let Hayley Robinson of Rochester speak for herself: "This would, for me, be reason enough to buy the game alone: YOU COULD PISS ON PEOPLE. Instead of just baseball-batting a fallen enemy, imagine actually TAKING A PISS ON THEM! Since L3 has no function, this could be the piss button. It'd be hilarious. Well, I think so anyway." Er, yes. Hayley also wanted the ability to pick up rent boys, buy furniture, brandish knives and perform community deeds when she was feeling 'mellow'. Barking, but with a delicious eye for detail. Hayley, we salute you. At a safe distance, of course.

3) Hats off to Alex Roe of Peterborough, who suggested you could steal the Mr Whoopee van and serve ice cream. The catch? The 99 flake can be replaced with a stick of dynamite – perfect for those undercover gang busts. Naturally, this could go horribly wrong if children start chasing the van, but we applaud the lateral thinking. Thanks to Owen Bissett and countless others for requesting strict Mr Whoopee missions.


PlayStation 2
PAL
grand theft auto
Vice city
1) OK, so there were choppers on the GTA3 sleeve, but surely it's an omen for Vice City, eh? We live and pray.
2) Yes... that's Donald Love. In tinted aviator shades. By a poolside villa. Suffice to say, the actor who plays his voice – Kyle MacLachlan – has been officially confirmed.
3) Motorbikes. Enough said.
4) Lamborghinis. This just keeps on getting better...
5) Looks like Eight Ball in nylon slacks (with, er, hair), but since the game's set in the '80s – almost 20 years prior to GTA3 – we're guessing it's his older brother. Or a nudge, wink doppleganger.
6) Explosions. No surprise there then.
7) Speedboats were always a dead cert.
8) El Burro? Stranger things have happened.
9) Probably just a token martini-supping babe to reflect the game's glamorous edge, but it does bear an uncanny resemblance to Atsuka/Maria from GTA3. Will she appear in the story?

VICE CITY: THE OFFICIAL FACTS

All Rockstar have revealed is that *GTA: Vice City* is a full-blown sequel – not an add-on like PSone's *GTA London* – and will be set in Miami during the '80s. The vibe is glamour, power and corruption. That's it – no confirmation of weapons, characters, plot... nothing. Digging deeper, PSM2 has unearthed an early – official – packshot with some revealing clues. To help you out, we've rated each hint in terms of plausibility. Looks like some of your wishes *will* be coming true...

FIRST SCREENSHOT? RUMOUR ALERT!

Follow the link www.kentpaul.com from the Rockstar website to view a postcard from – gulp – Vice City. Rockstar do love their spoof sites, as demonstrated by www.pogothemonkey.com. Just remember where you saw it first...

PSM2'S NICE 'N' VICEY PREDICT-O-METER

The PSM2 team reveal what they'd most like to see in *GTA: Vice City* – morality, practicality and taste withstanding.

JONNIE:

OK, here's the pitch. You're sipping a Tequila Sunrise on the decking of your shoreside condo when a jet-ski buzzes past carrying a Yakuza hitman who pops a few poorly aimed shots past your mirror shades. With the speed of a hungry 'gator, you leap on to your own jet-ski for a chase across the sun-sparkled surf. You spot your assailant heading for a parked sea chopper bobbing out in the bay. Cutting him down, you commandeer the vehicle, only to be told by radio that the rest of the gang are attempting a daring robbery of a downtown penthouse. Piloting the chopper, you take out the rest of the crew as they spill on to the skyscraper roof, steal their ill-gotten gains and base jump to safety, making it back to the condo before the ice in your drink has a chance to melt.

MARCUS:

Less violence, more animals. Miami's notorious for its 'black market' exotic pet scene, right – perhaps you could get involved with exposing it and dishing out vigilante justice to all concerned? I'd also like to see: missions involving bombing round the Everglades in airboats and 'secret' posters of Charlotte Uhlenbroek, á là Kelly Brook in *MGS2*. Yes, I know it's set in the '80s, but I'm trying to be creative here...

JOEL:

Mmmm. Swords? Bikes? Sword-bike katana-jousting with rival gangs, Black Rain-style? Ye-es. And more drugs – you could 'score' some LSD and hallucinate that the cops are lizards or something. Not that I'm condoning drugs. Oh, and let's leave the cheat codes out, eh? There's nothing worse than painstakingly amassing an arsenal of guns back at the hideout only to find that your mate's done the same by tapping a few buttons...

DAN:

As the game develops, it'd be great to amass a lethal arsenal then break into some crime don's riverside pad, scuff up his security and throw him on to the rocks. Naturally, you'd get to keep the house and decorate it with security cameras, dogs with bees in their mouths and velour armchairs. There should also be Lamborghinis, hawaiian shirts and a copy of Harold Faltermeyer's *Shoot Out*. Oh, and customisable facial hair, including a Tom Selleck 'tache. That's really important.

MILF:

More sub-games along the lines of 'Toyz in the Hood' from the first game whereby you have to tag other gangs' turf *Jet Set Radio* stylee. Riots where you have to only pick off certain gang members with your sniper rifle. Also, fairly obviously, a character edit function whereby you can recreate the delightful '80s combos of tank tops, mullets and stone washed denim we came to know and love. And Kelly LeBrock and Heather Locklear.

ADRIAN:

In *Vice City* you should have the ability to walk into nightclubs and gun down New Romantics on the dancefloor. And the chance to drive a De Lorean with Gull wing doors and to be able to get your hair highlighted with bootiful peroxide blonde streaks. Ludicrous '80s fashion disasters are a must, as is a Jan Hammer-influenced synth-pop soundtrack. Oh, and a yuppie Filofax in which to note down all the missions.

DAN G:

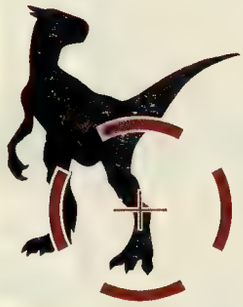
The '80s? Oh, yeah... let me tell you about the '80s. Hang on, I spent half of them listening to Limahl in a Rochester bedsit... Given a second chance, I'd do somthing wild, like listen to Hall and Oates. And buy a C5.

PSM2 MEET ROCKSTAR!

Don't think we're leaving these ideas to fester in a crumbly spud sack. Oh no. We're off to Miami to deliver the suggestions to Rockstar face to face. And we'll be returning next month with world exclusive first screens and details of *GTA: Vice City*. You'll be first with all the juicy Miami info, not just in the UK, but globally. Listen... you can already hear the competition blubbing into their sweatbands. Do not miss it.

TIME OF

Raptor} 11:52am Friday



Trinity} 12:12am Saturday

Tyrannosaurus} 3:34am Saturday

Pteranodon} 4:55am Saturday

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G-con2

G-con45

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EXTINCTION

Carnotaurus} 1:32am Saturday

Triceratops} 2:45am Saturday

Pleisiosaurus} 5:45am Saturday

Compsognathus} 7:05am Saturday

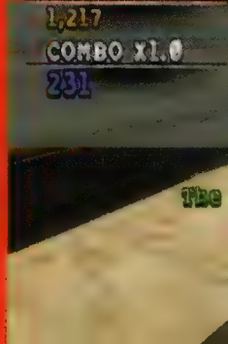
FREE ROAMING GUN TOTING PREHISTORIC MAYHEM

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK AUGUST 30TH

MAT HOFFMA PRO BMX 2



"SHOWCASES THE MESMERISING SKILLS OF THE REAL-LIFE RIDERS"

N'S

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Rainbow Studios
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Extreme Sports
- **PRICE**
  £44.99
- **ESSENTIALS**
  DualShock 2, Memory Card

DETAILS

- Exclusive Mat Hoffman road trip footage from the forthcoming ESPN2 program.
- Eleven riders, including Kevin Robinson, Simon Tabron and Nathan Wessel.
- Eight free-roaming levels, from Las Vegas to Boston.
- New flatland trick system, allowing complex bike-twiddling moves, such as the Backpacker, Whiplash and Hitchhiker.
- Photo Scrapbook allows you to save digital stills of your best tricks from each course.
- Two-player option including PUSH, Treasure Hunt, HORSE, Tag and Trick Attack game modes.

Activision pump the BMX brew with a full creamy head of realism, leaving the Hoff-meister weaker than ever. Shame.

USING STABILISERS: Dan Dawkins

We're going to perform an experiment. Ready? Here goes. Let's imagine you're a really brilliant BMX rider. Yes, really – you can do backflips and everything. Thing is, nobody knows who you are. Everyone's more interested in the top skateboarder, Bernie Puddlethwack. Bernie's even got his own videogame, *Bernie Puddlethwack's Pro Skater*. Worse yet, you've got your own game coming out, but it feels exactly like riding a skateboard and is being referred to as – *nerk* – Bernie Puddlethwack *on a BMX*. How would you feel? Cheated, huh? Well, that's what happened to Mat Hoffman, whose PSone debut was blighted by comparisons to *Tony Hawk*. Suffice to say, Mat's PS2 sequel has got a lot to prove and – sadly – it's straining under the pressure.

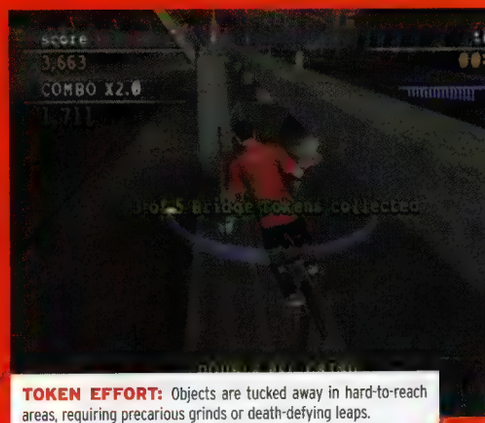
On one hand, *Mat Hoffman's 2* finally feels like riding a BMX – not floaty light and, well, skateboardy like the PSone version. The physics are suitably heavy, and there's a genuine feel of momentum. No more spinning on a sixpence and launching 40ft off the slightest crack in the pavement. Better yet, there's a gym-load of bike-bending Flatland moves and a new trick modifier system. You can launch into an Icepick grind and – with a few deft button presses – slink into a no-handed variation. A bit like the hidden combo system in *THPS3*, but far more intuitive.

HOFF MEDICINE

On the other hand, *Hoffman's* shacked up to its *Pro Skater* roots. The gameplay structure's almost identical – you still trundle around in two-minute runs, nabbing arbitrarily placed objects and knotting your digits in pursuit of ludicrous high scores. When you complete enough tasks, you unlock a new level and the process begins again. There are 11 real-life riders, a comprehensive park editor and... yadda yadda, you know the rest.

Crucially, the game's been programmed from the ground up by Rainbow Studios – of *Splashdown* fame – not ace *Tony Hawk* developers Neversoft, who provided the engine for the PSone version. Hence, there's no excuse ▶

CANDY OLD DEVIL: You can press R2 during any trick to activate a modifier, like this cheeky one-handed variation. Sweet.



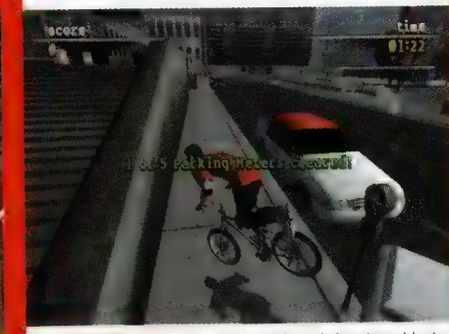
TOKEN EFFORT: Objects are tucked away in hard-to-reach areas, requiring precarious grinds or death-defying leaps.

TASK AND YE SHALL RECEIVE

Road Trip? Pah. The structure's vintage *Tony Hawk*. Basically, each level comprises 12 tasks – split into three tiers of four – with increasingly demanding objectives. Tasks are familiar, including things like doing tricks over a designated gap, collecting five arbitrarily placed objects or nailing a sick score. Some problems require lateral thought, but, er, usually involve grinding a clearly-flagged object. For example, in Chicago, you've got to help an injured pal by grinding the mooring cable of a rescue chopper. Other tasks trigger comedy animations – like the melon-juggling ladies of New Orleans. Hi-larious.

SPROCKET TO 'EM: The Portland level asks you to grind a towering cable car rail - but how do you get up there?

KEY WHO DARES: Objects might flash, but they're often curiously hard to find - it took us ages to locate this bike-size key.



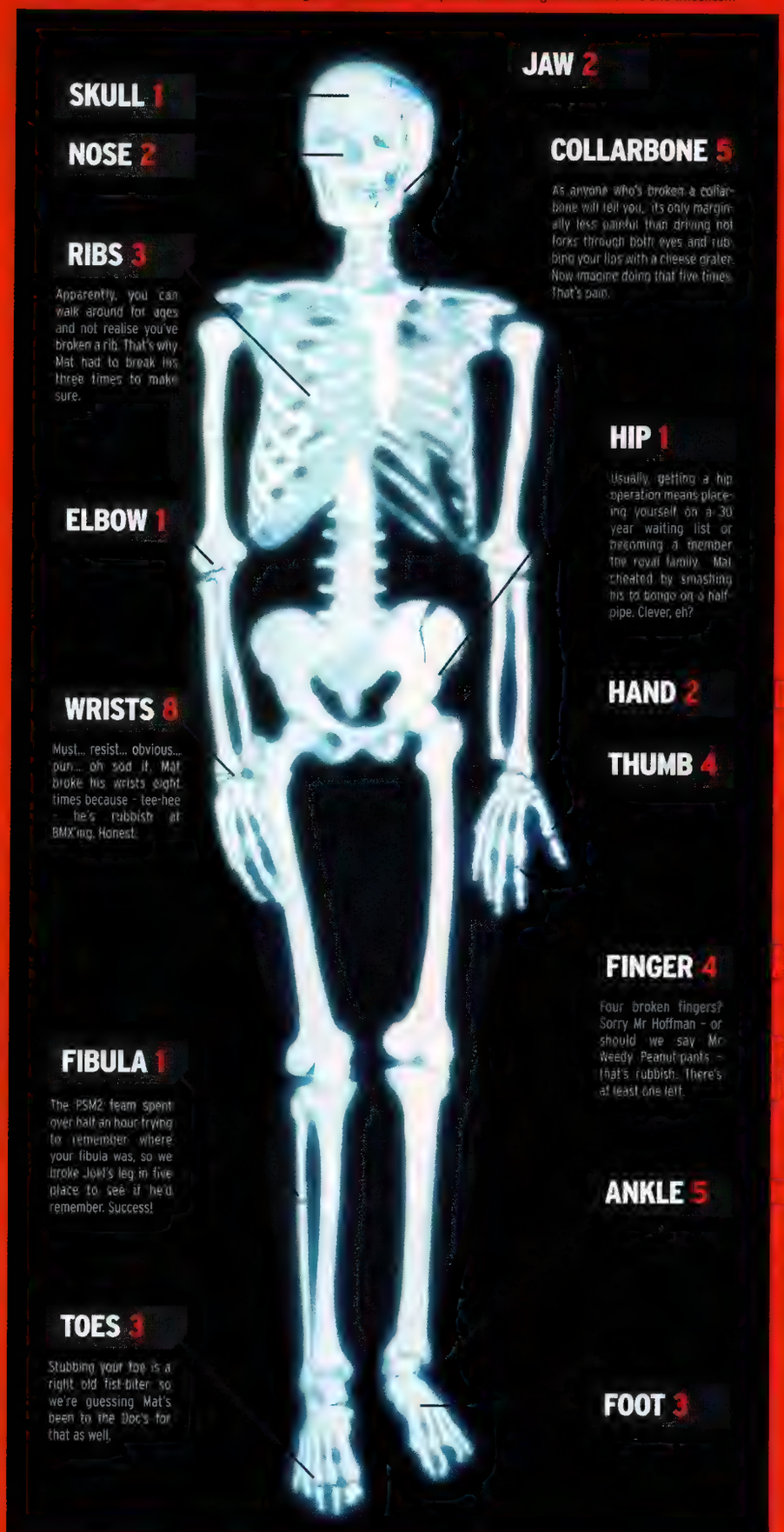
PARK AND RIDE: It isn't always clear what you've got to do - stopping the meter maid proves especially swear-making.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SNAP! BANG! WALLOP!

Mat's taken more spills than a drunken waiter, and in doing so has broken 45 bones over the last 16 years. Notable injuries include 4th degree AC joint separation, a knee reconstruction and – ugh – a *spleenectomy*. He's also lapsed into a small coma and flat-lined three times. Although the game doesn't require you to spend eight months in hospital between slams, there's a great range of face-mashing tumbles, with gruesome scenery-defacing blood smears. As Mat proves, BMX riding isn't all sunshine and wheelies...



SKULL 1

NOSE 2

JAW 2

COLLARBONE 5

As anyone who's broken a collarbone will tell you, it's only marginally less painful than driving hot forks through both eyes and rubbing your lips with a cheese grater. Now imagine doing that five times. That's pain.

RIBS 3

Apparently, you can walk around for ages and not realise you've broken a rib. That's why Mat had to break his three times to make sure.

HIP 1

Usually, getting a hip operation means placing yourself on a 30 year waiting list or becoming a member the royal family. Mat cheated by smashing his to bongo on a half-pipe. Clever, eh?

ELBOW 1

HAND 2

WRISTS 8

Must... resist... obvious... pun... oh sod it. Mat broke his wrists eight times because - tee-hee - he's rubbish at BMX'ing. Honest.

THUMB 4

FINGER 4

Four broken fingers? Sorry Mr Hoffman - or should we say Mr Weedy Peanut-pants - that's rubbish. There's at least one left.

FIBULA 1

The PSM2 team spent over half an hour trying to remember where your fibula was, so we broke Jon's leg in five place to see if he'd remember. Success!

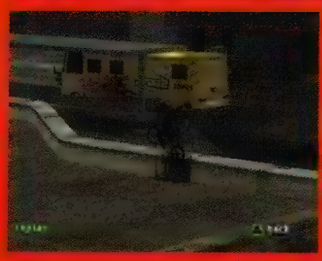
ANKLE 5

TOES 3

Stubbing your toe is a right old fist-biter, so we're guessing Mat's been to the Doc's for that as well.

FOOT 3

WARE THERE'S A WHEEL! The Warehouse is the first level and perfect for honing your basic riding skills



STANCE CHANGE! The Flatland tricks flow seamlessly

REPLAY IT FORWARD: The replay camera is dramatic, but offers limited user control.

"LAND AT A SLIGHT ANGLE, AND YOU'RE PICKING TEETH OUT THE HANDLEBAR FOAM"

INSIGHT

Mat Hoffman entered the Bicycle Freestyle circuit at the age of 13, and became the World's youngest professional three years later. He holds the world record for big air – over 50ft – and has scooped the World title ten times.

▸ for the BMX feeling like a plank o' wood and we get a better game, right? Er, not quite, but we'll get back to that later.

The big change – superficially, at least – is that you're taking part in a road trip, cruising the USA in a shiny yellow bus with Mat and his bikey buddies. You've got to complete tasks to earn trip points – like petrol money – before you can journey to the next destination. Each level is split into three tiers – pro, semi-pro and professional – with increasingly tricky objectives. Every time you reach a new city – from LA to Boston – you're treated to a real-life clip of Mat and pals busting funky moves or just being 'crazy'. There are over 60 clips, with some genuinely engaging moments for BMX nuts and placid casuals alike.

Sadly, the road trip structure is something of a misnomer – the level structure hasn't moved on from the days of PSone. It's just a series of two-minute runs in vintage *THPS* tradition. The

PEG OF THE BMXER: You can alter your Flatland tricks mid-flow, using multiple D-pad taps to hop up onto the pegs

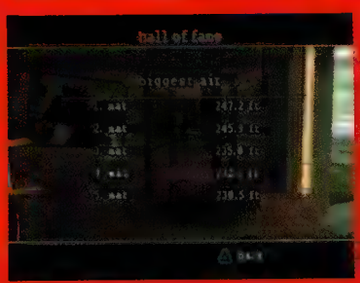


TABLE MINDED: The game keeps a record of your best scores, including biggest combos, grinds and airs

STATS ENTERTAINMENT: Each rider has unique attributes, so choose carefully to suit your style.

DOUBLE GRAZED WINDOW: Some tasks are rewarded with mini-animations – see the bottom right

scoring system is cosily familiar, too. Link moves in combination, mixing grabs, grinds and Flatland tricks to score big. Since the bike's noticeably heavier, you've really got to build your Adrenaline Meter to get big air and nail huge rotations. Jumps are equally unforgiving – land at a slight angle, and you're picking teeth out the handlebar foam. It's certainly less forgiving than *THPS3* or *Dave Mirra* – but that's *real* BMXing for you.

As ever, lengthy combos elicit a tingly flush of satisfaction. You've really got to work the terrain and focus on trick-linking wheelies. We defy anyone not to grin like a feather-licked baby after nailing a perfect 360° Superman grab over a Vegas rooftop. The modifier system's great, too. During any grind or aerial move, you can hold L2 and press any D-pad direction to initiate a no-handed or one-legged variation – boosting your score and adding a subtle layer of complexity.

The Flatland tricks steal the show. Leap into a wheelie and tap various D-pad combinations in conjunction with the trick buttons to perform on-the-spot hops and twirls in eye-watering BMX Beat fashion. As long as you can keep your balance, the moves can be segued into a dizzying ballet with near-limitless variations, flitting seamlessly from a humble Barflip to baffling Rope-a-Roni to Stubbleduck. You can even modify the moves mid-flow – again, using L2 – leaping onto the pegs and throwing some disco shapes. The animation is seamless, showcasing the mesmerising skills of the real-life riders.

Thing is, it's almost *too* easy to show off. The balance meter is the size of Sicily, so huge combos are almost laughably easy. A decent *Hoffman* player would only need to use a few correctional taps during a monster combo – compared to *THPS3*, where a skilled player would be tapping away like a neurotic receptionist to cover a fraction of the distance. There's little tension – everything's so slow and heavy – cheapening the impact of aesthetically dazzling combos. Due to the nature of the bike, almost all the grinds look identical, while the aerial moves lack the twirly-mobility of *THPS3*.

Here's the bind. Activision have changed the bike dynamics, but not the game structure – performing challenges designed for a light 'n' whippy skateboard, on a clunkier BMX. Lining up for some of the trickier grinds is like driving a stretch limo around a busy supermarket. The bike never handles quite as you'd like it to – at least, not at the right times – and, frustratingly, you're ▶

"WE DEFY ANYONE NOT TO GRIN LIKE A FEATHER-LICKED BABY AFTER NAILING A PERFECT 360° SUPERMAN GRAB"

ROPE-A-RONI
ROPE-A-RONI
ROPE-A-RONI

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

FOLLOW THE MELLOW TRIP ROAD

The Road Trip mode follows Mat and his BMX buddies on a ker-razy bus tour, filmed as part of a forthcoming documentary for US sports channel ESPN 2. Every time you open a level, you unlock new footage unique to each rider – with over 60 clips in total. Highlights include Mat's motorcycle-assisted 50ft leap, some one-wheeled flatland mayhem and a cameo from Tony Hawk himself. However, you also get a lot of footage of Mat's cohorts trundling around the van mumbling in dude-speak or sleeping. But nevertheless, the video footage provides a genuine insight into the world of a BMX professional and – get this – might actually encourage folk to dig out their rusty mountain bikes and get some fresh air. And for the real extreme sports' fans, there's also some secret footage from other games that are in the O2 range, including some soothing surf antics from Kelly Slater.

NIGHT OF THE LIVING DREAD: Ogle as Nate Wessel fixes his BMX – well, it's better than Big Brother.

SMELLS LIKE CANTEEN SPIRIT: Other highlights include 'The Mexican' moaning about food and boasting about how rich he is.

EYES LIKE A HAWK: Mat dons a mask and prepares to shove Tony off the half-pipe – no, not really. But imagine, eh?

► still being asked to perform tasks of precision control. Some people will relish the challenge, but the bike physics are ultimately ill-suited to the skateboard-friendly level structure.

Worse, some objectives are cruelly vague. In the Chicago level, you're asked to 'Stop the Meter Maid'. Speculatively, you grind a flashing ticket meter as the maid rolls by. Sure enough, the screen reads 'meter one stopped'. Logically, you try the same thing on the next meter. Nothing. You try again. Twice. Nothing. You repeat the process to the point of rage-haemorrhaging meltdown, until, finally, the game acknowledges you. Christ! What did you do differently? Who knows – but the inconsistency is maddening.

GRIND-HOG DAY

There's a bit in every *Tony Hawk* game where you've got to reach a barely visible SKATE letter, usually via a series of tricky grinds on precarious rooftop rails. More often than not, you'll reach the last platform and end up toppling off the building because the rider can't stop in time. Or he gets inexplicably 'stuck' on a ledge and *always* falls off on the wrong side. Due to the slightly fiddly close control, it feels like you've been cheated.

Well, *Mat Hoffman 2* is *packed* with bits like that. Like a big angry fruit cake, stuffed with tricky grinds and bile-frothing leaps. You spend half your time gazing skyward for tokens, and the rest working out how to get there. It's just so methodical, frustrating and – eek – joyless.

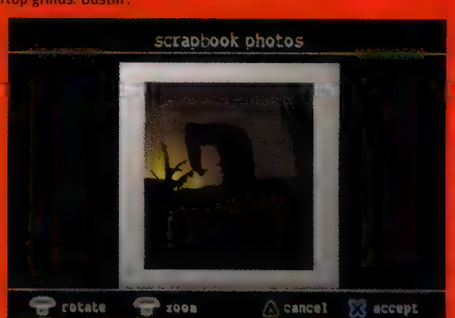
BEAT DOWN

The problems are compounded by repetitive level design. They're mostly sprawling Flatland cities with a smattering of rails and skytop walkways. There's none of the personality of, say, *THPS3*'s earthquake-packed LA level or *Dave Mirra*'s fantastical theme parks. It's only later in the game, when you reach Portland, that the vistas open up and you're whacking over grassy humps and gripping for dear life on chasm-spanning

TRICKY LITTLE FINGERS

The trick system's instantly accessible. Press ⊗ to bunny hop, ○ to grab, ◎ for bar spins and △ to – you've guessed it – grind. As ever, quickly tapping up and down on the D-pad – or vice-versa – activates a combo-enabling wheelie. There's no revert button like *THPS3*, so flatland, ramp and lip moves can be linked seamlessly. There're also some great bike-specific moves, like tapping down and L1 or R1 to pull a 180° skid – vital for aligning those pin-point rooftop grinds. Bustin'.

SNAP OF THE GODS: Hit the camera icons dotted through each level to take an exciting digital still, like this Nothing to Barspin.



POLAROID FEAT: The photo can be manipulated at leisure and saved to your Scrapbook. Zoom in for ultimate impact.

HOFF ON ONE: Since the bike fee s genuinely heavy, you need to maximise your speed and height to pull the best tricks – try building your Adrenaline meter for optimal performance.

MUTATE GALLERY: Flatland tricks can be inspired using subtle left and right D-pad taps. Groovy.

TOPLESS BEAUTY: The animations are beautiful, but in truth, you do more watching than button tapping.

GRIND AMBITION: Due to the nature of the bike the grinds look a bit samey. Nice and easy to control, mind.

PEDAL OF HONOR: As ever, you'll need to vary your tricks to build your combo and hit the score targets.

TRACKIN' UP THE POINTS: There are some great scenery animations and active vehicles, but the levels are still a bit spartan.

DVD ACTION
You've got to check out the Extras section on this month's PSM2 DVD – you'll see Mat doing some amazing stuff for real...

WON'T CUSTOM THE EARTH: The Park Editor is flexible, in true *THPS3* tradition, but the blocks move really slowly.

"MAT HOFFMAN'S PRO BMX 2 MIGHT BE REALISTIC, BUT IT ISN'T A *GREAT* GAME – JUST SOLID"

cables. Sadly, you've still had to scrap through hours of object-collecting trawl to get there.

Don't get us wrong, *MHPB2* is still a good game, but the basic level structure hasn't moved on from *Tony Hawk's Pro Skater* – a five-year-old PSone game spawning its fourth sequel. Everything that's groovy about *Hoffman* – the combos, the modifiers, the expanding challenge – has been done before, often with greater verve and conviction. It's like being taken to Disneyland for the umpteenth time. The rides are still good, but you know exactly what to expect.

INSIGHT

Over the course of his career, Mat has base-jumped off a Norwegian fjord strapped to a BMX and flatlined three times as a result of potentially fatal collisions. Incidentally, he also owns the world's biggest manufacturer of BMXs – Hoffman Bikes.

BRUISEY BONUS

It's a pity, because there are so many smart touches. The two-player mode is option-stuffed and competitive – with classic *THPS* challenges, such as Horse, Push and Graffiti. There's even an innovative Scrapbook feature, where you can manipulate photos of your best tricks. The gameplay – by virtue of its heritage – still shames the glut of extreme sports wannabees.

Rainbow Studios have imitated the Neversoft formula, but clipped the magic. *THPS* was never that realistic – the genius lay in the sublime integration of level design and ultra-responsive handling. In *THPS*, you're constantly pumping the buttons to hold a combo, while every square inch of terrain yields dense trick potential. Conversely, in *Hoffman* you can combo along for screen lengths, barely touching the joypad. The Flatland moves are great, but the Road Trip challenges aren't designed to test them. As a result, the finer nuances feel superfluous.

Is it better than *Dave Mirra*? Ye-es, but only by virtue of its extensive options. Acclaim's game is more, dare we say it, *imaginative* – if a little rough round the edges. Casual thrill seekers can't look further than *THPS3* or *SSX Tricky*. Why? Since they use reality as a building block, not a ball and chain. *Mat Hoffman's Pro BMX 2* might be realistic, but it isn't a *great* game – just solid and challenging. Ironically, it was more compelling when the bike felt like a skateboard. In the world of extreme sports, reality bites. **PSM2**

Mat Hoffman will be skidding straight into stores on 30th August.

KIDMAN'S CHOICE

1. **TONY HAWK'S PRO SKATER 3**
   One of the most addictive games in history – instant appeal belies gargantuan depth.
2. **MAT HOFFMAN'S PRO BMX 2**
   Authentic BMXing with hours of hardcore challenge.
3. **DAVE MIRRA**
   Rough 'n' ready but stuffed with tricks and genuinely diverse levels.

PSM2 VERDICT

GAMEPLAY
+ Great Flatland tricks and solid combos
– Fiddly close control, bit slow

GRAPHICS
+ Solid levels, fluid animation
– Nothing truly remarkable, quite angular

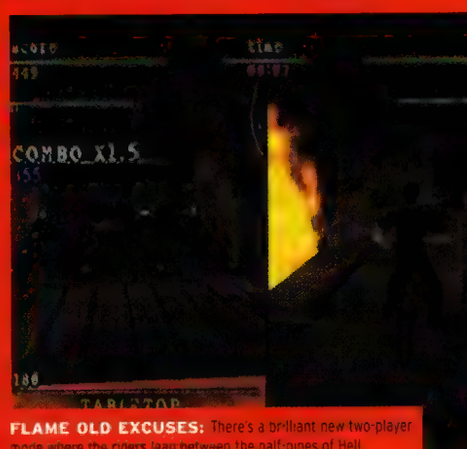
SOUND
+ Crunchy grinds and occasional top tunes
– Soundtrack lurches from rage to cheese

LIFESPAN
Challenging tasks, thousands of tricks.
Repetitive and frustrating to make progress.

OVERALL
Slick, professional and realistic, but punctured by familiarity and frustrating controls. A triumph of authenticity over imagination.

77

HOFF THE BOIL



FLAME OLD EXCUSES: There's a brilliant new two-player mode where the riders leap between the half-pipes of Hell.

THE TREASURE WAS ALL MINE: In the split-screen Treasure Hunt, you've got to nab hidden stuff before your mate.

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES
トウセンジョウホウ

WHAM, BAM, THANK YOU... HOLD UP WITH THAT GRATITUDE FOR JUST ONE MOMENT.

JONNIE

After any detonation there's always fallout. And after E3 – the single biggest event in every gamer's year book – there's always the measured overview that happens two months down the line. So, was it just a poorly-aimed mirror ball lobbed into a pool of bleached dentures, or a meteoric impact of globe-altering proportions?

It's a question that's still being worked out here in previews. We sit down, we sift through the bi-products of the event and select only the best to be paraded before your hungry eyes. Sadly, though, it's been a case of diminishing returns up to this point. More often than not we find ourselves looking at yet another sequel or another title that looks great but falls short on gameplay.

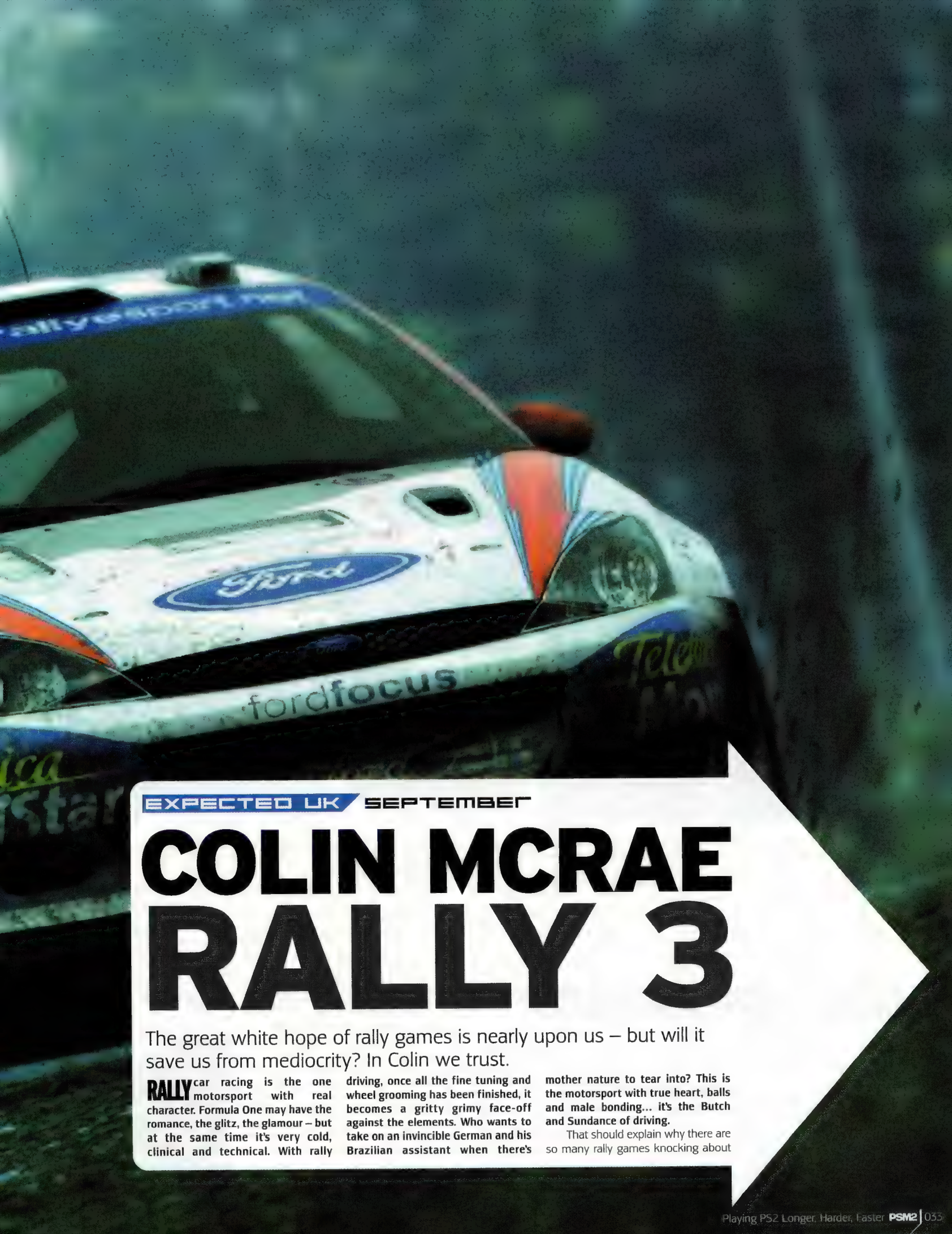
But the good news is that this month is utterly refreshing, oozing with quality games – *Colin McRae*, *Turok Evolution*, *Hitman 2*, *Burnout 2*... If only we didn't have to pay the price of success – ie, half-arsed developers out to make a fast profit with yet another lazily coded floater. Now let's stop wasting money on shit-soft and force publishing houses to turn in consistently good products for the foreseeable future. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

Picture: ©Getty



EXPECTED UK SEPTEMBER

COLIN MCRAE RALLY 3

The great white hope of rally games is nearly upon us – but will it save us from mediocrity? In Colin we trust.

RALLY car racing is the one motorsport with real character. Formula One may have the romance, the glitz, the glamour – but at the same time it's very cold, clinical and technical. With rally driving, once all the fine tuning and wheel grooming has been finished, it becomes a gritty grimy face-off against the elements. Who wants to take on an invincible German and his Brazilian assistant when there's mother nature to tear into? This is the motorsport with true heart, balls and male bonding... it's the Butch and Sundance of driving.

That should explain why there are so many rally games knocking about

PLAY GRITSY FOR ME

1

DECAL ME LATER:

CHEEKY ONE OFF THE GRIST:

SHOW WAY:

EXCLAM CHOWDER:

OOF... IT'LL COST YA

2 As seen in the *TOCA* games, Codemasters have got car damage nailed. They've managed to perfectly recreate any shatter, bend, dent and violation. So when another tree jumps out from nowhere, expect doors to go flapping and screens to start splintering.

FLAP DOOR: If the doors start to flap too much, try ripping them right off with the help of a wall.

SKIN JEEP: The dents are not the problem, it's when the damage is internal that it gets tricky.

GORKY SPARK: Sparks will fly and speed will be lost if the bumper starts to drag along the road.

at the moment, all dancing a merry dance trying to get you to part with your money. Sadly for them, and for us of course, none of them are an essential purchase. Apart from *WRC*, the rest are lost in a whiny, gravel-spraying blandness. What we want is for one game to really stand out, to make the song its own and have that crucial X factor.

As the majority of rally games have proved so far, most developers have now mastered the skill of making their cars look like (and occasionally sound) like their real-world counterparts.

The *real* trick, however, is realistically recreating the way that the vehicles interact with the environment. And that's precisely where Codemasters have excelled.

"EVERY BIT OF DAMAGE HAS ITS CONSEQUENCES, WITH LOOSE BUMPERS REDUCING SPEED"

PSM2 FIRST PLAY

The two games that truly captured the magic of the sport that makes legends out of Scandinavians and stumps out of trees, were the PSone's *Colin McRae* and its utterly superb sequel. And the reason we're all here today is to get very excited about the upcoming *Colin McRae 3*. It's still cars in the country, and it's still McRae in a Ford Focus, but Codemasters have rebuilt the physics and graphics engine to produce a PS2 cracker.

Working closely with the Ford WRC team, the Codemasters' *Colin* team reckon that they've made McRae's Focus 16 times more detailed than it was in the last game. This isn't just cosmetically speaking, even though the car's appearance is mighty impressive, it's the way that they've recreated the car's handling that they're most proud of. This is best experienced on tracks that have a variety of surfaces, such as the combination of dirt track with rubber-hugging asphalt in the USA stage. Slipping along the muddy course, you get a real sense of the loose surface, as the back end of the Focus slips round with the slightest tweak of the wheel. But as you hit the Tarmac, it's like a tyre barbecue, with the wheels squealing and smouldering with every squeeze of the brake.

Such is the detail that every bit of damage has its consequences, with loose bumpers hanging down and reducing your speed or bent steering columns dragging the car to one side.

The spectacular handling physics are matched by some testing track design. From the super-cooled Swedish stage to the filthy tracks in the UK, there are always fresh challenges being thrown at you – this is a true test of your reflexes. Toughest of all is the Greek stage, which punishes each mistake or miscalculation with a tumble down a cliff. *WRC 2* needs to take note.

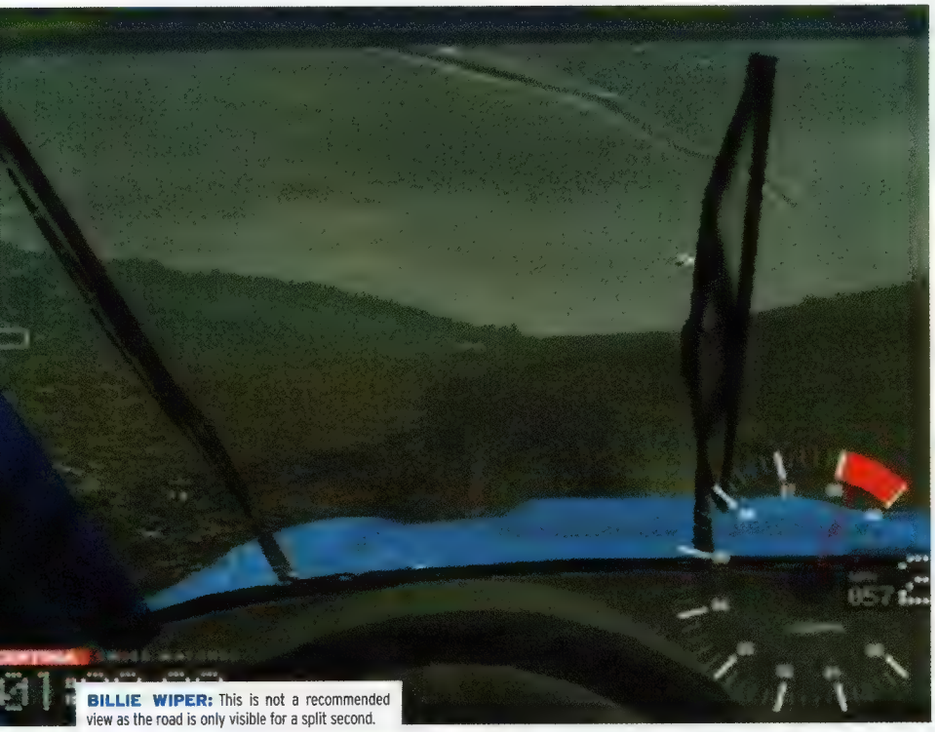
The pressure is on for *Colin McRae Rally 3* to inject some quality into a genre that is heavily populated but lacking any spark or sex appeal. While it may be asking a bit much for *McRae* to offer the latter, it looks certain that the PS2 will be receiving a game that will raising the rallying standard set by Sony last year. It's big, it's slightly angry and it's definitely messy – prepare yourself for the real man's driving sim. **PSM2**

Colin McRae 3 will be revving your way in September.

TREE'S A CROWD: Just when you start to get cocky, a tree jumps out from nowhere...

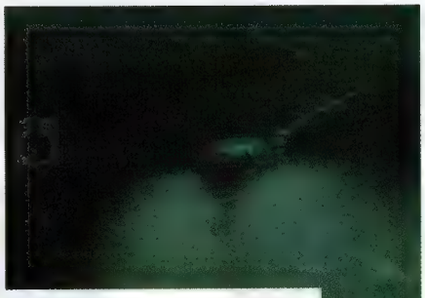
GRIME IS MONEY

3 The way the cars react to different surfaces not only affects the handling, but the dust clouds and dirt that gets chucked up seriously impairs your vision. If your preferred view is in-car, you'll need the reflexes of a Ninja when it's raining: what with wipers and water particles, you'll not see anything till the last second.



BILLIE WIPER: This is not a recommended view as the road is only visible for a split second.

DIRT AND ERNIE: Get used to seeing the car going round the tracks in a sideways manner.



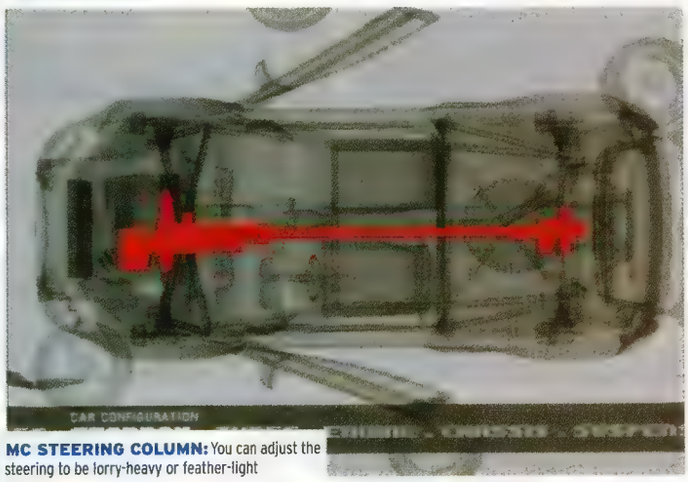
DAILY VAPOUR: Surely it's just a coincidence that the UK stage is always overcast and drizzly?

DAWN TILL DUST: You really feel the difference when you slip off the safety of the asphalt.

SKID-MATIC

4 Codemasters always like to make an extra special effort when it comes to the menu screens. For the main part they've gone all minimalistic, but for the fine-tuning option screens it's all a bit X-ray specs – a rather natty look, on the whole. Select which part needs tampering and the game will take you right to the heart of the machine.

HELL TYRE: There's six different tyres so best to know weather conditions before choosin



MC STEERING COLUMN: You can adjust the steering to be lorry-heavy or feather-light

HANDS-ON VERDICT

colin mcrae rally 3

5 Don't panic, this is a very good rally game. The cars are utterly immaculate, the tracks and particle effects are a treat, and the handling has an authentic feel. It's just that there's a couple of snags that look out of place for a *Colin McRae* game. There's some very noticeable slow-down, especially on the corners when the PS2 has to cope with spraying dirt and a fresh stretch of road. And there's also some alarming pop-up on the open stages, like the Spanish track. Both of these issues can be addressed before release, and apart from that we haven't seen anything that suggests number three won't live up to expectations. Expect a full comparison with *WRC 2* next issue...

You'll love it because...
You're waiting for the Rally game to end all rally games.

You'll hate it because...
You're left cold by the sight of a car going sideways down a country lane.

ORIGINALITY .....
HANDLING .....★★★★
PRESENTATION .....★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

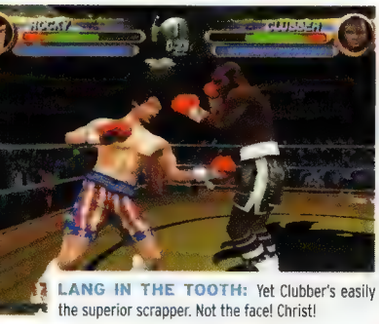
ANTICIPATED FEATURES

WHERE IT'S AT...

FACIAL PREJUDICE

1 Let's face it – a boxing game boasting about facial damage is like an FPS flaunting its sniper mode – neither's strictly *necessary*, but you expect them to be in there anyway. Still, Rocky's brawlers get impressively bloodied up, going from a cleanly-rendered mannequin to a Tyler Durden-esque mess within a short couple of rounds.

JAB O' THE GUT: Apollo proves himself to be ever-vulnerable to a fist in the kidneys. My ribs!



LANG IN THE TOOTH: Yet Clubber's easily the superior scrapper. Not the face! Christ!

EXPECTED UK NOVEMBER

ROCKY

Chasing chickens, pummelling meat and learning to dance – all in a day's training for the champ.

BOXING, EH? **Barbaric. Two hypertrophic men pummelling the living brains out of each other in the name of sport. Brilliant. And even better in *Rocky*, where the plucky underdog always wins (eventually) and every punch looks like it ought to shatter the other bloke's jaw. It's perfect videogame boxing – lots of hitting, not much tactical thinking – but does that mean it'll actually translate onto PS2? Well, on the evidence of an early look, yes.**

PSM2 FIRST PLAY

Rage's game is structured across the five films, with a different Rocky for each – he's at his chiselled best in part three, eventually sliding into puffy-faced obscurity by the final pagger with Tommy Gunn. To nudge up the scrap-count, he'll take on brawlers who only make the briefest appearance in the films, giving Spider Rico an early pasting for nicking his locker. In between bouts, he's given the opportunity to hone his pugilistic skills on slabs of dead cow and speedbags, giving you a choice between diverting minigames and the easier – but less effective – auto-train option. Eventually, he'll fight his way up from sweat-soaked gyms to Liberty Hall, with all the resultant cardboard-crowd glamour that the latter entails.

Despite all that, it's the details that make *Rocky* zing with nostalgic charm. Like a perfectly rendered Carl Weathers strutting down the entrance ramp to the strains of Living In America. Or hearing Mickey dole out advice to our beleaguered pug in between rounds. Or even just watching CG-rendered chunks of the film set the scene.

The fights themselves are typical – left analogue to traverse the ring, shoulder buttons to cover up, high and low blows allocated to the buttons. Unlike, say, *Knockout Kings*, where the quicker fighter nearly always has the edge, a powerful boxer can gradually wear down his opponent, forcing him to drop his arms. At this point, it's advisable to fire off a special chin-buster, like Apollo's scything hook or Ivan's devastating right cross. The obligatory taunts suggest that Rage have either secured the soundtrack itself or some top-flight voice talent; Rocky's slurred, "So you wanna be a fighter?" is spot on.

Hungry contender or aging has-been? It's difficult to say. PSM2's certainly got past that awkward phase of shadowboxing to Eye Of The Tiger – well, nearly – and we *definitely* don't cry at his speech to the Russian public any more. But does that mean that no-one's going to care about a game with no 'proper' licensed fighters? Possibly – but luckily, *Rocky* has come out swinging as a decent game in its own right. **PSM2**

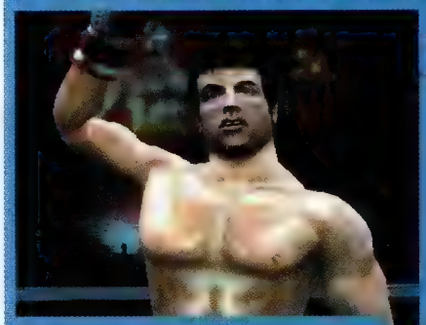
Rocky's due for a release near Christmas. We've got Burning Heart on the office CD player already.

IVAN MORE TIME: Drago's every bit the Soviet menace he was in the films - brutal punching power.

"IT'S PERFECT VIDEOGAME BOXING - LOTS OF HITTING, NOT MUCH TACTICAL THINKING"

HE IS LIKE A PIECE OF IRON

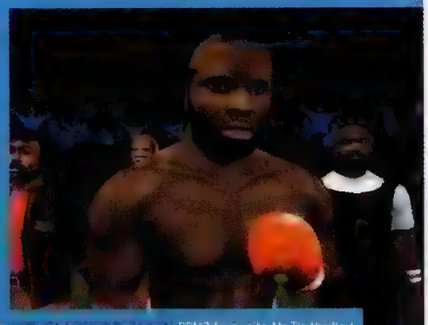
2 likenesses in games. It's a refreshing change to see the likes of Mr T, Dolph Lundgren and Carl 'Predator' Weathers



SLY'S THE LIMIT: He's all youthful innocence here – but wait until he's a shove-nosed veteran in the fifth part.

[illegible]: The Russkie's sculpted hair and abs suit the artificial process of rendering.

CREED OF SOUND: A top moment is Apollo entering the ring to the strains of James Brown.



MR CLOSER NOW: PSM2 favourite Mr T's thrilled to be in the game – if only for the sake of his mother.

HE'S KILLIN' YA, ROCK...

4 One of the features yet to be fully implemented is the cornermen. You'll get advice from time-specific trainers in the Movie mode – Apollo taking over after Mickey's death, for instance – while you see your fighter's steak-like mug get sluiced down with water and taped up. Let's hope frosty-haired Brigitte Nielsen pops up in Drago's corner.

STUPID PLOY: [illegible]

ROCK MUSIC: [illegible]

ADVICE AS NICE: [illegible] demonstrates an unorthodox Tai Chi guard style.

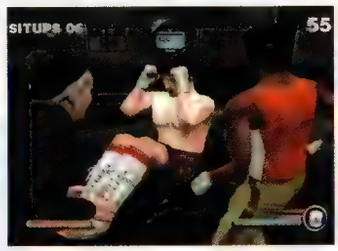
DVD ACTION
Hear Mr T's thoughts on Rocky, flying, mechanics and milk on this issue's DVD, as interviewed by PSM2 at this year's E3.

SKIP-HOP HOORAY: Skipping's handy for endurance and footwork. Murder on the knees, mind.

EYE OF THE TIGER

3 What would Rocky be without those training sequences? Chugging up steps, puffing through Soviet countryside, filling up 20 minutes of every film with sweating and stadium rock – brilliant. Each fight's preceded by a quick sub-game, based on pressing buttons quickly or accurately, and earning you stamina, strength or co-ordination for later scraps. Sadly, there's no sign of Dolph Lundgren's devious Russian science programme.

BEEF ENCOUNTER: Meat-punching's the ideal way to learn special combos.



AB FAB: Doing sit-ups is enhanced by having a big lad whack you in the gut. Apparently.

DR HOOK: The speed-bag's a track and field-style assault on your arthritic thumbs.

HANDS-ON VERDICT

5 **"Christ – they're actually *blocking*."** For anyone who's seen Balboa and Drago connect with *every single punch* in Rocky 4, the control system's a pleasantly intricate surprise. Though the fighters seem heavier than their *Knockout Kings* counterparts, weaving and dodging's intuitively handled via the shoulder buttons and analogue sticks. It's still a defiantly Hollywood take on boxing, though: take a pummelling, and your fighter wobbles like a muscly pudding, waiting for the inevitable super-punch. The action's slower-paced than *Kings* or *Ready 2 Rumble*, but seems a touch more skilled at the same time, with ample opportunity to work on your ring strategy and open up an opponent for later rounds.

You'll love it because...
It's a chance for smiling, dancing, top-hat-wearing Apollo Creed to finally get his revenge on serious, monosyllabic Dolph Lundgren. Bosh!

You'll hate it because...
You think boxing's barbaric. And you don't like '80s music.

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

ROCKY

INFO
- **DEVELOPER**
  Rage
- **PUBLISHER**
- **GAME TYPE**

ANTICIPATED FEATURES
- 20 boxers, including Spider Rico, Dipper Brown and other film faves.
- Ten arenas, from sweaty gyms to Liberty Hall.
- Voice-acting lifted directly from the films, combined with story advancement from Mickey.
- More than 300 motion captured animations from real boxers.
- CG cutscenes.

WHERE IT'S AT...
- The facial damage system needs work and the AI could do with tweaking, but everything [illegible]

EXPECTED UK SEPTEMBER

SEE KIT AGENT

1 If a game like this didn't come with a roof-rack full of guns, you'd think the world had gone mad. Thankfully, the forms of execution available cater for just about any flavour of carnage you'd care to mention. As well as the crafty implements (see Silent But Violent) there are enough noisy bullet throwers to satisfy even the most brutal among us.

CROSS PURPOSES: It's a Catholic monastery in Sicily. Of course it's got a weapons locker.

LAST POST: You'll find at least three different sniper rifles in the game, all with individual sights.

HITMAN 2: SILENT ASSASSIN

A close shave with early retirement doesn't mean Eidos' genetically-engineered executioner's lost his touch. Far from it, as his PS2 debut proves...

PSM2 FIRST PLAY

IF ANYTHING Agent 47 is deadlier, more cunning and more sharply dressed than the days of his PC debut back in 2000. Gone are the game mechanics that saw you playing the same mission over and over again in order to unearth the only solution, and in their place a more open do-as-you-like approach. Screw up one strategy – capping a postie and stealing his uniform, say – and another will present itself within minutes – hmmm, that delivery boy's wearing size nines... (ffft, ffft, ffft).

So far, in our extended play of a polished three-level demo, we've hacked a pig to death, caved in the skull of a Don with a 1-wood and left piles of corpses in the Japanese snow. This is one of those rare games where trying different stuff just for the hell of it is positively encouraged. You're given specific goals throughout the 20 missions available, but how you complete them is entirely up to you.

Also, due to the game's logic, you're never disappointed when it forces constraints on your behaviour. Up for shooting through a window? Then you'll have to take the pane out first. Fancy wasting a guard? Then he'll have to fall near a convenient, corpse-sized hiding place. Everything in this smart killer makes sense.

Some of the stigma hasn't been washed from its surface, however. The limitations don't stop the gravitation towards multiple carnage. OK, so you've got limited health and it penalises you for too many kills – but resisting the urge to go in guns blazing is nigh-on impossible, with some of the more interesting ways of completing a level being too obscure.

"RESISTING THE URGE TO GO IN GUNS BLAZING IS NIGH-ON IMPOSSIBLE"

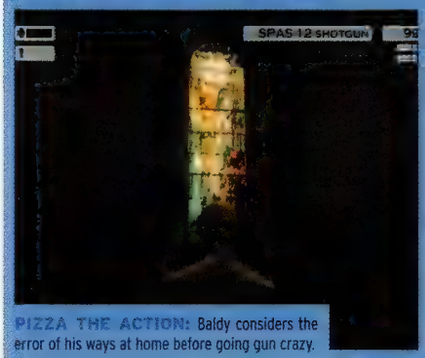
DOG COLLARED: Your old employers kidnap Father Vitorio and use him as an incentive.

Take the assassination of the Mafia Don. The best way to do this is by hiding your weapons in a crate and then sneaking into the complex disguised as the postie. Does anyone suggest this to you? Nope. It may be the advent of a new, open approach to gameplay but, in the absence of a tutorial level, we'll remain cautious until we see the review code.

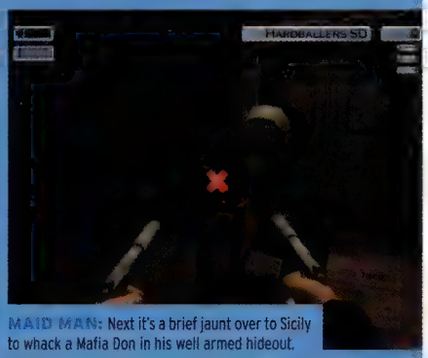
Sneaking up in September.

LOCATION, LOCATION, LOCATION

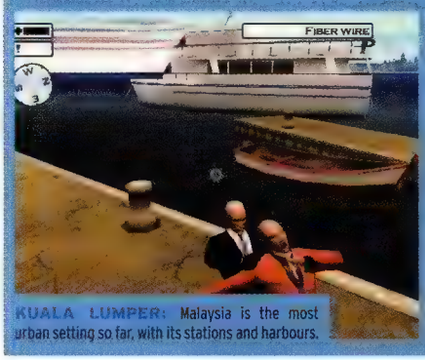
2 only seen five locations so far (Sicily, St Petersburg, Japan, Malaysia and India), and we know for a fact that some of them are revisited during the course of the game. That said, there should still be a few other far-flung locations



PIZZA THE ACTION: Baldy considers the error of his ways at home before going gun crazy.



MAID MAN: Next it's a brief jaunt over to Sicily to whack a Mafia Don in his well armed hideout.



KUALA LUMPER: Malaysia is the most urban setting so far, with its stations and harbours.

LAND OF THE RISING GUN: Frozen Japan sees you battle a fortress full of ninjas.

WEAPONS OF CHOICE

4 It's not all sneaky, sneaky canvas shoes and whisper modes, as there are times when something bolder, or something punchier is needed to distract or cripple the opposition. Time to bring those remote explosives into play. It's a while into the game before you get hold of them, and they do knacker your chance of a top rating but... Oh, just look at 'em. Luv-er-ly.

BOOM WITH A VIEW: Take out the Japanese snow fortress' security system and you can creep in undetected.

WALL BANGER: Place the bomb, nip off down the boozer, THEN press the big, red button.

SPARKED OUT: Every light source in the game is accurate - shoot out the bulbs and stay in the shadows.

SILENT BUT VIOLENT

3 In order to get the best ranking in the game – that of Silent Assassin, of course – you need to be aware of all the tricks available that you can employ to avoid discovery by enemies and to take your target out with minimal fuss. Naturally, there are a whole pile of them on offer – using them frequently and mixing them up is the best way of always keeping one step ahead of those enemy goons.

MUTE SWAN SONG: The Fibre Wire, Pentagon Knife and Anaesthetic all give you completely silent kills.

JUDGE THREAD: Skewer anyone and you don their clothing, making others less suspicious of you.

JAP STICK: Why not go ninja? The Katana takes bad 'uns out quickly with hardly a whisper.

HANDS-ON VERDICT

5 Just when you thought the third-person action adventure had run itself into a cul-de-sac, along come two titles that do their best to bend, if not break, the mould. We have to say though, that the problems highlighted in the preview above made us want to put *The Thing* (pg64) through its paces one more time, but at least the coders behind both are doing their best to bring something new to this most saggy and rehashed of genres.

You'll love it because...
You play a shade-wearing, cold-blooded assassin in a sharp suit.

You'll hate it because...
You like to know your options before you go out on a mission.

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★★

HITMAN 2

INFO
- **DEVELOPER**
- **PUBLISHER** Action
- **GAME TYPE** Adventure

ANTICIPATED FEATURES
- Realtime light every illumination and night vision goggles.
- A huge arsenal of weapons including fire axes, golf clubs and Japanese ceremonial swords.
- Mid-level save points.
- The ability to cater for wide ranging styles of play.

WHERE IT'S AT...
- Almost in your living room pointing a loaded stapler at your genitals. Review in two issues time.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK SEPTEMBER

PRIDE FC

Pain is temporary. Pride is forever. Although broken limbs and ruptured lungs last a while...

HO-HO! PRIDE, see? And they don't wear many clothes, and they roll around together on the floor a lot, and 'anything goes', and... oh, that's just cheap.

Though you're less likely to have heard of it, Pride's the Japanese equivalent of the hyper-violent Ultimate Fighting Championship that we all know and love. It's characterised by bigger money, less mismatched contests and better fighters. It's also being made into a game by Anchor, the lads behind the surprisingly thoughtful *UFC* on Dreamcast.

PSM2 FIRST PLAY

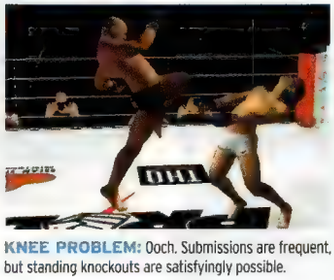
In itself, the variety of talent on offer makes for some interesting contests. Those who've seen, say, Renzo Gracie fight know that Brazilian jiu-jitsu specialists are quite comfortable flicking out concussive kicks from a lying position. Pride innovator Kazushin Sakuraba's equally happy to try flying stomps and cartwheeling ankle-locks on a downed opponent. Russian behemoth Igor Vovchachyn likes to fight upright – Ken Shamrock's more at home sitting on someone and punching them in the head. We're told that even your fighter's choice of outfit could be crucial to the game. Shoes, for instance, provide slightly more kicking protection – but they make your fighter more vulnerable to having his foot grabbed. These minor tweaks enhance an already solid control system, with its great collision detection and some beefy slap noises adding the meat to the violence-pie.

"PRIDE IS CHARACTERISED BY BIGGER MONEY AND BETTER FIGHTERS"

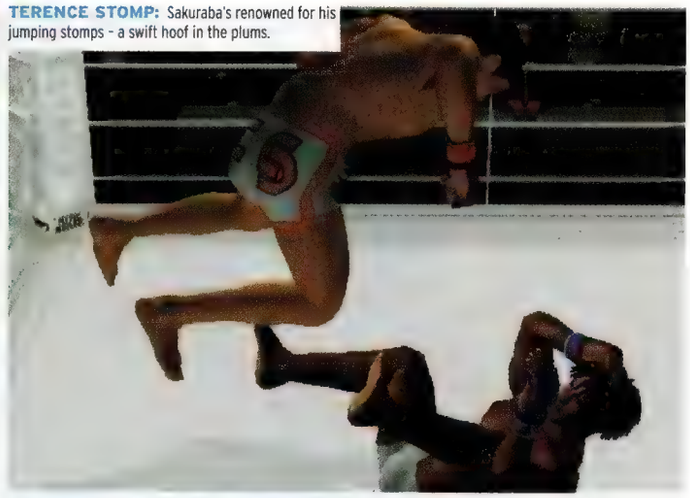
Although it's still early days, *Pride* seems to have added a few new tricks to its arsenal, while Crave's *UFC* series is content to cover its head and hope for the best. Let's hope we get a technical knockout rather than a points decision. **PSM2**

Pride's out around the same time as UFC – we'll pit them against each other next issue.

ENTER STAGE: THQ promise realistic entrances – but they haven't got much on the WWE's panto antics.



KNEE PROBLEM: Ooch. Submissions are frequent, but standing knockouts are satisfyingly possible.



TERENCE STOMP: Sakuraba's renowned for his jumping stomps - a swift hoof in the plums.

POUND CONTROL

1 Shoots, mounts, guards and armbars – all familiar terms to the *UFC* fan. But one development in the lighter, more skillful *Pride* style is the ground-to-stand fighter – one who lies on the floor waiting for an adversary to make a mistake. Though the position looks vulnerable, a good kick's enough to take out an advancing fighter – as long as you can prevent them jumping on you...

OUT TO PUNCH: Hmm... fighting high in the guard, there - the bloke on top's vulnerable here.

HANDS-ON VERDICT

2 **Don't blink – in *Pride FC* face-pulping wars of attrition routinely end in the split second it takes for a telegraphed punch to be snapped off at the wrist. Unlike your usual boxing games, where stamina bars make surprising knockouts a rarity, the ever-present threat of instant defeat adds another layer to the gameplay. Details matter too, like the brief limb-trembling moment you're given to reverse a hold before the inevitable tap-out. Like *UFC*, *Pride*'s initially brilliant, temporarily frustrating and ultimately rewarding, as you watch fisticuffs evolve into far more complex grappling.**

You'll love it because...

It's a thoughtful alternative to the world of Hadokens, Octopus Specials and Rock Bottoms.

You'll hate it because...

You abhor violence. Or, conversely, because there doesn't seem to be any blood in it.

ORIGINALITY ★★★

HANDLING ★★★★★

PRESENTATION ★★★★

PRIDE FIGHTING CHAMPIONSHIPS

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

Project ZERO
a long departed evil has returned...
all that stands between you and certain death is an antique camera
"...moments of shockingly gruesome nastiness"
Official PlayStation 2 Magazine
PlayStation 2
TECMO
wanadoo

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HEARTBREAK BRIDGE: Re-live the authentic Race of Champions on the sunny Canary Islands course.

SKIDS IN THE HALL: Rally games are being split into two camps - realistic and head-to-head furious arcade-style. Guess which this is?

EXPECTED UK OCTOBER

RALLY FUSION: RACE OF CHAMPIONS

At last – a rally game which skips the naval fluff examination test and heads straight for the circuit...

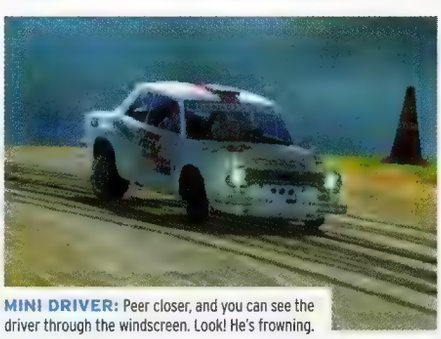
MARVELLOUSLY detailed though many rally games are, there comes a time in a man's life when he just wants to hop into a souped-up hatchback and rag it off into the mud and sunset without having to tweak his twin Webers and worry about whether his exhaust pipe is too flared at the end. All that incessant tinkering'd even drive Jeremy 'Drainpipes' Clarkson mad – it's like winning the holiday of a lifetime and spending the next thirty minutes reading the small print. So, to spare our molars more mashing, here comes a game which will blow all that tweaking away like a huge petrol-tinged blast of fresh air.

"BLOWS AWAY ALL THAT INCESSANT TWEAKING LIKE A PETROL-TINGED BLAST OF FRESH AIR"

PSM2 UPDATE

SHATTER KAHN: The car crumples in stages, until you're left with a barely recognisable shell.

There's a choice of three different modes to get all hot under the bonnet about. Race of Champions is, if you will, the 'Career Mode', where you progress through three stages of difficulty in a bid to win one of two competitions. The second is RoC Challenge, where you'll also spend a lot of time, winning competitions and upping your stats (longest jump, biggest crash, etc.). The last, Quick Race, is the fun, knockabout mode where one-off races and multiplayer duels will be fought out.



MINI DRIVER: Peer closer, and you can see the driver through the windscreen. Look! He's frowning.

As for gameplay, well, the cars handle well, and the tracks are often extremely challenging. The graphics, although still undergoing tweaks at this stage, are excellent, with detailed cars and damage, solid scenery (a bit *too* solid at times, when you crump into a rocky outcrop and your door falls off) and there's no pop-up.

It's not going to have a clear road to the finish line, mind. EA are reaching the end of development with their similar arcade-flavoured rally game *Shox*. We've played both and predict that, even though it'll be close, *Fusion* currently *just* nudges it in terms of speed, looks and handling. But anything could happen over the next month... **PSM2**

Rally Fusion will be powersliding into shops in October.

PESKY SKIDS

1

THE CROWN DUELS:

DESERT AWE SKID:

STRATOS FEAR:

BEND GAME:

TYRE THAN THE SUN: Your skid marks are perfect for addressing second lap racing lines.

FOREST JUMP: Bonuses are awarded for avoiding crashes, overtaking and making huge leaps.

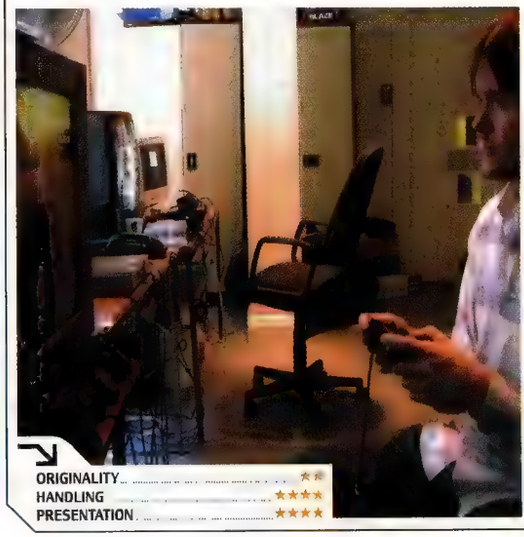
HANDS-ON VERDICT

RALLY FUSION

2 **To begin with, *RoC* is more swinish than a bacon butty. You'll be lurching all over the track, your back-end swinging round like Lisa Riley on a moped, as you whack into scenery and pile your motor off mountains. But the Alpine gradient learning curve soon levels out to a manageably steep climb, and we found ourselves coming back again and again, pushing our skills to the limit in a desperate bid to outrace that dratted Didier Auriol.**

You'll love it because...
It's classic arcade-style rallying without the fiddle.

You'll hate it because...
You're a purist who likes all that berking about with gear ratios.



ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★★

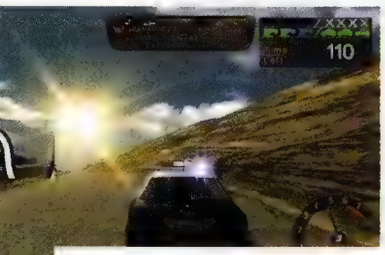
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT

RELIGHT MY TYRE

It just goes to show that you can have good looks *and* speed if you really try. And, although *GT3* may have made the whole sunshine reflection thing a bit of a cliché, there's still something mighty satisfying about seeing polished bodywork glinting under a selection of different light sources.



BRIGHT IS RIGHT: Zip up any incline and you'll be presented with a burning ball o' goodness.

GLOW BY GLOW: The forest's ablaze which gives an opportunity for some flame-licked wings.

EXPECTED UK SEPTEMBER

NEED FOR SPEED: HOT PURSUIT 2

Those crazy scales of justice. Watch 'em swing both ways as EA puts you on either side of the thin blue line.

PSM2 FIRST PLAY

BEING bad is good. It's a law of gaming, but it's not the law. If you're tired of always being on the run and never sure whether that flashing blue light in your rear-view mirror has your name on it then there's precious little to park your feet under on PS2. You've got Police 24/7 and Officer Dick in THPS3, but that's pretty much your lot. Until, that is, you drive a pursuit vehicle in EA's latest high speed chaser.

We're not talking The Bill. We're not talking Rosco P Coltrane (khuh). We're talking mirror-shaded, tooth-pick-chewing highway patrol men in the mould of Sylvester Stallone in Copland. Heavy of foot and backed up by choppers and county-wide road blocks. OK, so you can play as the bad guys, too – which is still an intense piece of class arcade racing – but being able to hit the nitros in a black and white has to be the killer lure.

As you might have guessed already, we really, really like this game. After wading through a soul-sapping flood of nondescript racers, it's a blast of fresh carbon monoxide to see something as unpretentious and joyful as this. It's clean, great to look at and faster than a freshly buttered torpedo. Whereas the likes of *Colin McRae* have chosen to take the super-real route of micron-perfect physics, *Need For Speed* has traded accuracy for a bundle of eye battering effects that propel racing into a mallet fisted realm of automotive fun. Get that yous developer types? Fun, F... U... N...

Part of the joy in playing comes from the wealth of special features EA have managed to cram in. A slow-mo spinning replay as soon as you hit a ramp, miles of hidden shortcuts, a race-line camera that allows you to see what's on the road ahead, plus the aforementioned choppers and road blocks. All that and straight racing and driver challenges as well. It puts all other *NFS* games to shame.

Over and above this lot, though, is a game structure that won't let you go. Opt for the Ultimate Racer mode and you're looking at a branching event tree that has 60 separate challenges spread across it. Beat the timed challenge in each and you either open up a new track (20 in all) or secure yourself a fresh set of wheels that can be tastefully sprayed in one of eight different shades.

The only thing we're not 100% sure about at this stage is the dodgy 'perp' cam that's supposed to help you target your quarry, but really only muddies the issue. Other than that, this is hot property. PSM2

Rev, rev, review in our issue on sale 5th September.

GOOD GRIDDANCE: Go for a standard race and there'll be seven other vehicles on the road.

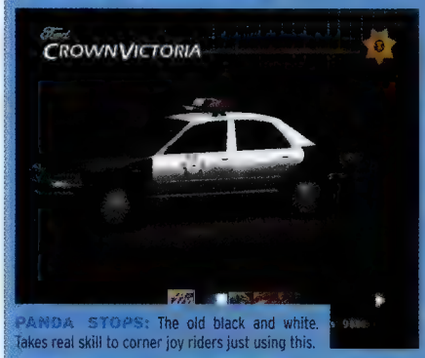
"IT'S CLEAN, GREAT TO LOOK AT AND FASTER THAN A FRESHLY BUTTERED TORPEDO"

NEED FOR SPEED: HOT PURSUIT 2

"UNPRETENTIOUS AND JOYFUL"

COPPER LOAD OF THIS

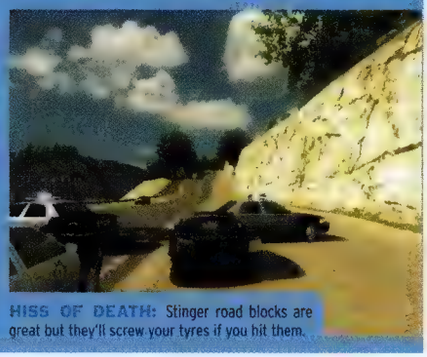
2 EA's coders have made sure that all the cop chases scream straight out of the silver screen and onto your PS2. Jokes vehicle, location, current speed... it all works together to make you feel as though you're truly part of a shit-kicking



PANDA STOPS: The old black and white. Takes real skill to corner joy riders just using this.

SQUEAL PIGGY: You can use nitro boosts to gain ground on the vehicles you're pursuing.

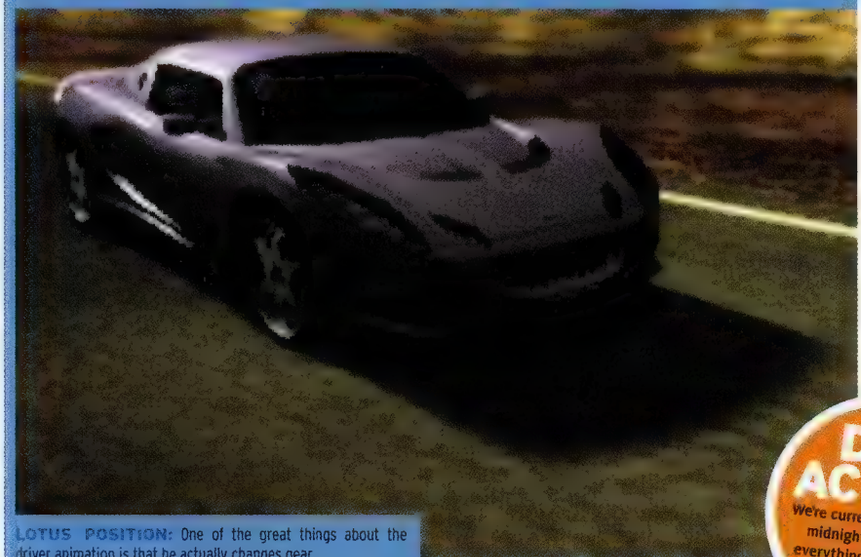
HELI BOOTS: Press L2 and you can call for air support from your neighbourhood chopper.



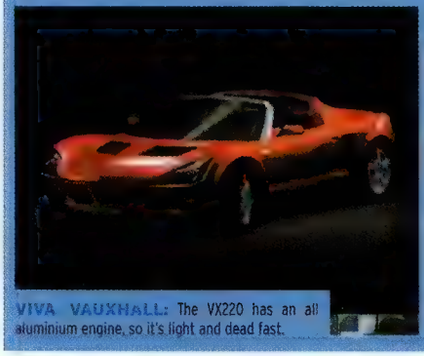
HISS OF DEATH: Stinger road blocks are great but they'll screw your tyres if you hit them.

GARAGE AND HARD HOUSE

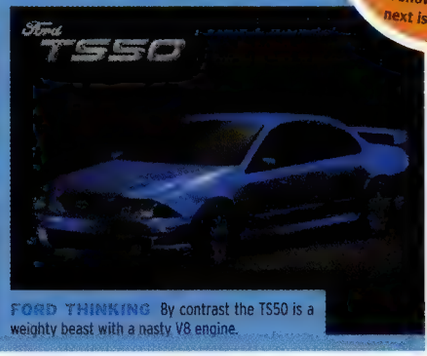
4 As well as unlocking new tracks, the game's challenges direct you to slowly excavate all of the 20 vehicles hidden in the game. They're fully licensed – bearing all the correct decals and names – but, surprisingly, they've also got fully deformable bodywork. Mash them up though and you'll not lose any handling ability. EA want you to drive like a loon until the bitter end.



LOTUS POSITION: One of the great things about the driver animation is that he actually changes gear.



VIVA VAUXHALL: The VX220 has an all aluminium engine, so it's light and dead fast.



FORD THINKING By contrast the TS50 is a weighty beast with a nasty V8 engine.

NATIONAL FOREST: Full of leafy dirt tracks, bridges and tunnels carved through giant redwoods.

WE'LL GET OUR HICKS ON ROUTE 66

3 There are a total of 20 tracks to be unlocked: all of them are beautifully put together, all are full of passing detail and all are riddled with crafty shortcuts – just the way we like 'em. They are also some of the longest courses that we've seen in a driving game to date, with just one lap occasionally taking around 5-10 minutes. Don't worry though – even if you get busted as you whizz round, you'll only incur a piddly time penalty and the AI of your rivals has been balanced so that you can easily make up lost ground.

COASTAL PARKLANDS: One minute you're in a garden, the next you're screaming round the city.

CALYPSO COAST: Mediterranean cliff top tracks intercut with fishing villages and ruins.

DESERT HEAT: A real Thelma and Louise moment in a desert full of wrecked cars and dust storms.

HANDS-ON VERDICT

5 PSM2's games room is usually a hot and dour location at this time of year – imagine the oven in Bridge Over the River Kwai but with power sockets and you'll be pretty close. So to hear belly laughs as yet another hapless bizzie stuffs his big end into a tree is something of a revelation. Set this alongside *Burnout 2*, *Shox* and *Rally Fusion* and you begin to realise that driving games really are starting to diversify. Which one will come out on top?

You'll love it because...
You like your racing hard, fast and furious fun.

You'll hate it because...
Reality is a friend of yours and test driving a Honda Civic is as good as it gets.

DVD ACTION
We're currently burning the midnight oil to unlock everything in the game – we'll show you it all on next issue's disc.

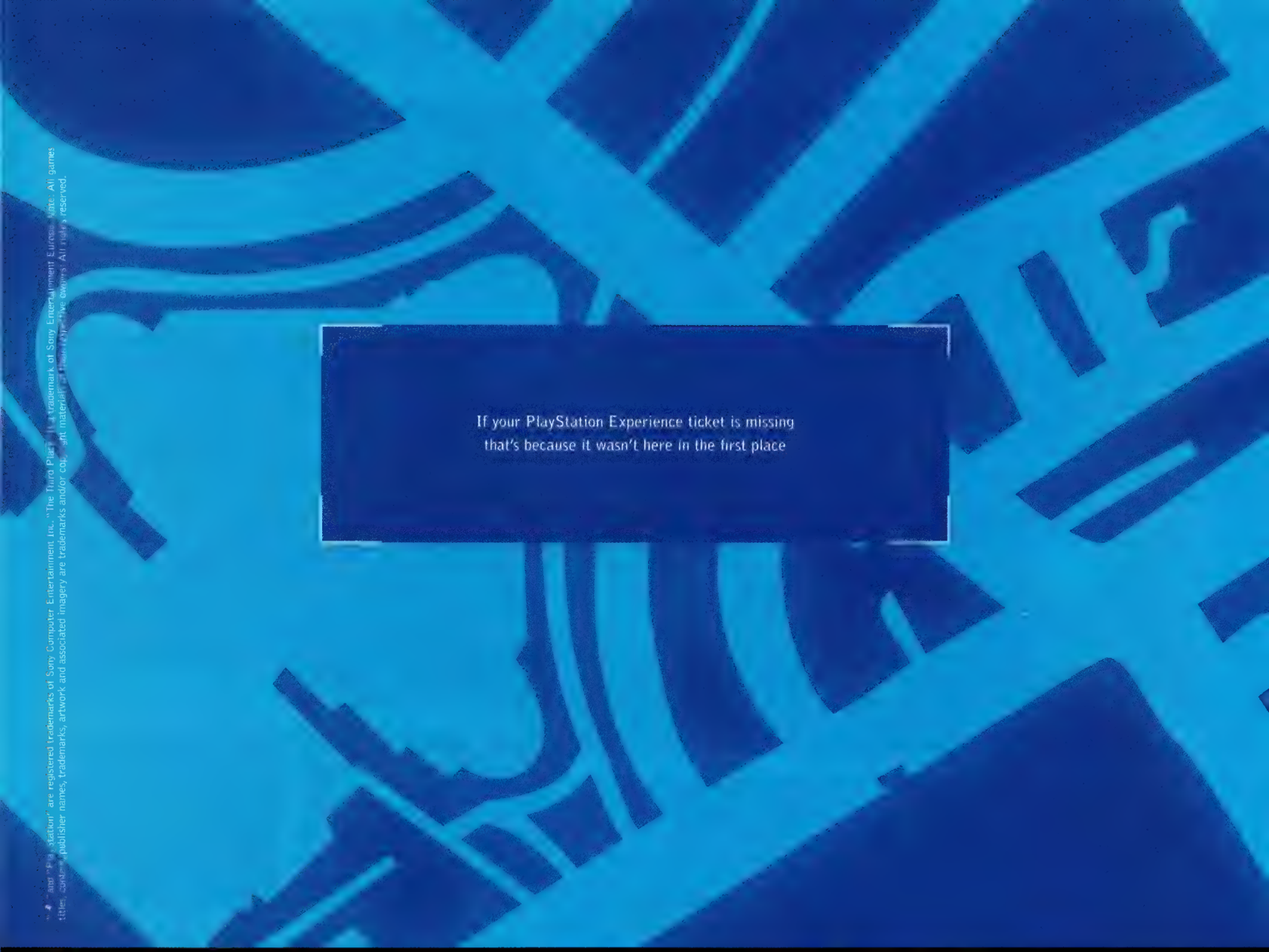
ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★

NEED FOR SPEED HOT PURSUIT 2

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
  Driving

ANTICIPATED FEATURES
- 20 fully damageable performance roadsters like the Lotus Elise, and the Ferrari 360 Spider.
- Over 20 tracks riddled with forest fires, waterfalls and dust storms.
- The chance to play as cop or boy racer.
- Replays that can be manipulated in a variety of ways.
- Two-player split screen or eight-player LAN connection.

WHERE IT'S AT...
- All nearly polished and ready for review next issue.



The PlayStation Experience is the gaming event of the year - we can't just give tickets away.

From 29th-31st August 2002 Earls Court, London, will be the only place on the planet where you'll find the following, and more:

- Exclusive chance to play the big PlayStation 2 and PS one games - up to six months before they hit the shops - from the best games publishers.
- Breakdancing, plus a full-on BMX and skating showcase on a giant half-pipe.
- Guest appearances by TV, sport and gaming celebrities.
- Live events and performances on the main stage.
- Once-in-a-lifetime opportunity to test your skills against other PlayStation Experience gamers and win fantastic prizes.
- Exclusive promotional pack for everyone who attends, including a copy of Official PlayStation 2 Magazine, merchandise from the top games publishers and a demo disk only available at this unique event.

PlayStation.

EXPERIENCE

The PlayStation Experience is split into six sessions, two per day, between 9am-2pm and 3pm-8pm.

Tickets are strictly limited. You'll need to buy yours before the event, as they won't be available on the day. Tickets cost £8 each (plus £1 handling fee per booking) and are available by calling our hotline on 0870 7398 700, or online at uk.playstation.com

Game on.

PlayStation Experience line up includes:*

Primal, Lara Croft Tomb Raider: The Angel of Darkness, Ratchet and Clank, TimeSplitters 2, The Getaway**, Pro Evolution Soccer 2, Kingdom Hearts, Tony Hawks Pro Skater 4, Tekken 4, WRC 2, Red Faction 2, Colin McRae Rally 3, Turok Evolution, This is Football 2003, Auto Modellista, Burnout 2, Star Wars: Bounty Hunter, Smackdown! Shut your Mouth, Ghost Recon, Devil May Cry 2, & many more.

Ticket hotline
0870 7398 700
or book online at
uk.playstation.com

*Games on show at the PlayStation Experience are subject to change. **Over 18s only.

uk.playstation.com

THE THIRD PLACE

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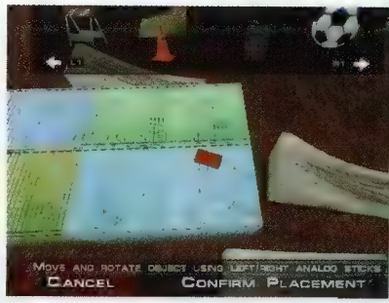


STUNT BABBLE: The track editor gives you the chance to play about and create your own stunt arena.

TWO WHEEL CIRCUS: Once you've finished tinkering, it's time to put your creation to the test...

RIDERS C-RAMP

1 **If you're an *MX* fan, you'll particularly pleased with the Stunt Track Editor. This gives adrenaline junkies the chance to knock up their own halfpipe-packed arenas. It's by-the-numbers simple – just go to the Add Menu, pick the appropriate platform, ramp or obstacle, then plop it down on the ground. Then rag round it like bikes are going out of fashion, pulling Superman Indians and Nic-Nac Lookbacks and taking the skin off your elbows and knees when you come a cropper.**

MX SUPERFLY

More freestyle that *Freekstyle*, THQ's brand new racer wants you to make tracks...

RICKY Carmichael. The Michael Schumacher of the the Motocross world and the face of THQ's series of *MX* games. He's the seven time American Motocross Association National Champion – but until he'd hit the world of videogames we'd never heard of him.

His first burn onto PS2 was in last year's *MX2002*. It wasn't the satisfying fusion of racer and sim that it tried to be, but it was OK. If you simply *have* to have a motocross game (yes, *you* at the back), then it's the game for you. It certainly puts EA's stunt-drunk *Freekstyle* to shame.

chance to race a whole season, upgrading bikes and gear with your prize money along the way, but it's the brand new Stunt Track Editor which allows you to line up your own hi-octane, suspension-punishing environments that stands out.

Unfortunately, there are a few things we take issue with – most of them concerning the bloody idiosyncratic control system, or the drops in speed if you don't keep your rider upright. This is undoubtedly realistic, but frankly it just gets on your wick. Graphically things are also a little too brown for our tastes, but at least the riders and environments are detailed.

There's tons jammed in *Superfly*, with minigames and secret areas adding to the game's lifespan. It's bigger than *MX2002* and so much more substantial than *Freekstyle*. Review coming next issue... **PSM2**

Superfly's out in September.

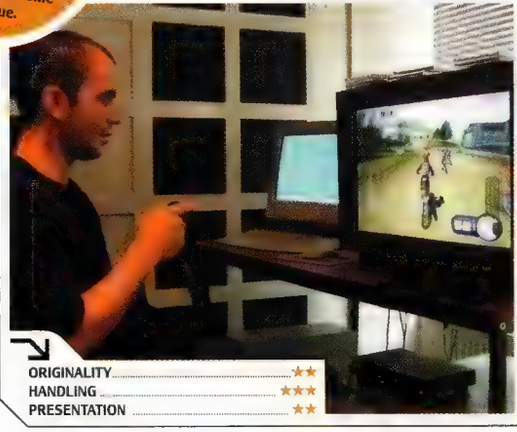
DVD ACTION
Get more muddy *MX Superfly* action in our hands-on test in this month's DVD. Watch out for more to come next issue.

HANDS-ON VERDICT

2 **It's a bit odd to start with, because in order to succeed, you need to try and keep your bike as upright as possible when you're cornering which, when you want to slew round corners with your knee kissing the dirt, just goes against the grain. Also, the fact that you have to press the brake to stay upright is downright odd, although we're sure that this is probably a realistic feature – although that doesn't make it any less annoying. The fact that THQ have seen fit to expand the whole freestyle element of MX is a wise move – the minigames, secrets and Stunt Track Editor make it feel like a much fuller, well-rounded game, and the fact that you can pull every signature move in the sport will undoubtedly please some...**

You'll love it because...
It kicks up dirt in the face of *Freekstyle*.

You'll hate it because...
The controls are a bit weird and there don't seem to be enough tricks.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★

INFO
DEVELOPER
PUBLISHER
GAME TYPE
ANTICIPATED FEATURES
WHERE IT'S AT...

"GRAPHICALLY THINGS ARE A LITTLE BROWN – BUT AT LEAST THE ENVIRONMENTS ARE DETAILED"

PSM2 FIRST PLAY

So what's the skinny on *Superfly*? Well, it's a sequel to *MX2002* in all but name – although this time the emphasis is more on air-punching stunt-in-a-stadium action than pure motocross simulation. The game's Freestyle and Moto-X career modes are pleasingly tough but achievable, with challengingly designed race tracks and trick-fuelled stunt arenas. The Moto-X mode gives you the

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK SEPTEMBER

LIGHT BULBOUS

1 *GT3* raised the bar for illumination and everyone else did their best to catch up. Criterion were one of the few to make their light sources look believable. With *Point of Impact* they've gone one better. There are some beautiful rain effects, and shadows are cast by an all-new specular system. Needless to say, the finished article blows you away.

BODY HELL: Sunshine moulds itself round the car's shell like a pair of lycra hotpants.

SUNNY DIM: During the day, all the shadows in the game are correctly mapped in relation to the sun.

BURNOUT 2: POINT OF IMPACT

Burnout? Hardly. The sequel packs enough tarmac-shredding features to blow a gasket.

PSM2 FIRST PLAY

WHETHER you know it or not, you've probably bought a few Criterion games. No? Look again. They're the fellas who make Renderware – the graphics package used by *Tony Hawk's Pro Skater 3*, *Grand Theft Auto 3* and *Pro Evolution Soccer*. Y'see? Well, one year on, they've turned their technical mastery to *Burnout 2* with retina-withering results – if you thought the original looked a bit tasty, then prepare yourself for a triple-decker, double-mayo, lip-smacking delight. With enough juicy extras to sate Yogi Bear.

The original *Burnout* was fast – almost too fast – screaming out of your TV at 60fps. At maximum boost, it was as much as you could do to clutch the arm of the settee, let alone negotiate a sane path through oncoming traffic – sheer joint-cramping adrenaline. The sequel is just as fast, and this time it's insanely crisp – with roughly double the level of visual detail. After seeing the game close-up at E3, we could've sworn it was running on – tch – a super-charged PC, such was the pin-sharp definition and dazzling lighting effects.

Two months on, the spot-effects are sizzling. Sunlight roars over the windscreens, casting gorgeous rolling reflections and zinging off the hi-res track surfaces. Pop into the rear-view mode, and ogle as light flashes in reactive swathes off the pane-glass skyscrapers – an effect thought previously impossible on PS2. Cars spark and fizzle as they lock horns, while the all-new weather effects are incredible – the rain even reacts to the direction of the virtual wind.

That said, the gameplay's virtually identical. The handling's twitchy and arcade-tight, with ample opportunity for arching powerslides.

As ever, the game's been structured to encourage risk-taking. By driving into oncoming traffic, narrowly missing a car, skidding round bends or – for the first time – jumping, you build your boost meter, which maxes out to provide a thundering nitrous hit. As the turbo kicks in, the screen blurs and the music segues dynamically into a thundering guitar riff. Coupled with the new surround sound effect, the result is muscle-paralysing.

"THE HANDLING'S TIGHT, WITH AMPLE OPPORTUNITY FOR POWERSLIDES"

Criterion are listening carefully to gamers' feedback and tweaking key areas correspondingly. First up, you don't lose all your boost when you crash – merely a fraction. The boost bar builds a lot quicker – so even spam-handed donuts can enjoy the sensation of searing between oncoming buses.

Best of all, the crashes have been toned down. Unlike the original, you won't spin into a 100-metre tailwhip for clipping another car. To increase the density of gameplay, the crashes are only shown once – not from three different angles like in *Burnout*.

That said, the cars are more destructible than ever – spoilers, bonnets and doors breaking off like

I'M SO LORRY: Near misses still produce spikes of adrenaline as you speed toward another burnout.

RUBBER TRUCK: Redesigned particle effects result in loads of smoke as your tyres bite down.

LETS DO CRUNCH

The collisions in the original game were toned down a little between the early build we got to review and the finished code that hit the shelves. Why? You can blame those safety-conscious Americans, we reckon. For the sequel, Criterion are cutting loose and are clearly more at home with what they do best – flipping cars out just for the hell of it. *Point of Impact* makes the original *Burnout* look like a Sunday trip to Sainsbury's...

ROOF WRECK: The cars are less likely to stick to the ground during collisions this time.

MO BENT-O: Each motor is now made up of 10,000 polys, so expect ultra-realistic crumple zones.

ROAD FLASH: Metalwork meets road, metalwork turns into speeding roman candle.

ROLLING BLUNDER: Combine all of these effects and you get a spinning, panel-popping eyeful.

gunpowder projectiles – and the computer AI has been tweaked to provide genuine racing thrills.

For instance, your rivals won't just divvy along on pre-set vectors, but react to oncoming traffic, veering between lanes and making believable, human mistakes. Fair cop – on the code we're playing, we've seen the computer choke and crash on multiple occasions.

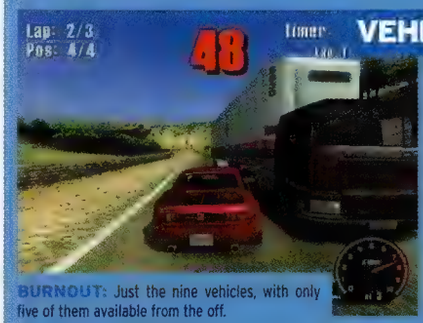
Beginners can learn the ropes in the Offensive Driving 101A mode – where players earn points for driving recklessly. The championship mode takes place over 32 stages spanning six diverse US locations – from rain-lashed international airports to snow-capped hillsides. There're 14 standard vehicles in rude-boy Fast and Furious-style, plus seven hidden motors – including a police cruiser, '50s hot rod and stock cars. Basically, if you *don't* own a Criterion game, there's never been a better time to initiate a savings plan. **PSM2**

Overtaking the competition some time in September.

SON BURN

3 ***Burnout's*** **prodigy, just like the precocious, loudly-dressed brat that it is, is already boasting about a host of improvements over its already redundant precursor. But is it really a case of bigger, better, faster, more? We took the two of them and raced them head-to-head on PSM2's private test track to see if the young pretender really can give the old master a run for its money.**

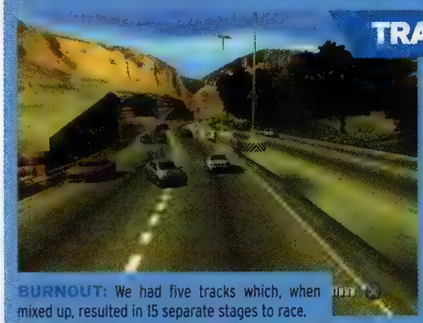
VEHICLES



BURNOUT: Just the nine vehicles, with only five of them available from the off.

BURNOUT 2: This time we've got 14 new cas and a Custom Series, so you can add race trims.

TRACKS



BURNOUT: We had five tracks which, when mixed up, resulted in 15 separate stages to race.

BURNOUT 2: By contrast *B2* has six US based courses divided into a huge 32 stages.

LOOKS

BURNOUT: The first game gave us some picturesque skylines at different times of the day.

BURNOUT 2: The addition of weather conditions has made the skies as lively as the roads.

CRASHES

BURNOUT: The collisions in the original were impressive but now seem a little tame.

BURNOUT 2: Now, there's full-on flipping, and we also get a much smarter replay system.

SOUND

BURNOUT: The sounds of the first title matched the on-screen action.

BURNOUT 2: Now we have a score that ramps the volume as soon as you go into overdrive.

THE VERDICT

After playing it there's no doubting that everything Criterion claim is true. Yes, it's bigger, faster and better looking. Our only concern is that there's no moulds for a game like this to break any more. Just look at *Shox*, the latest *Need for Speed* and *Rally Fusion* and you can see that a lot of other developers have taken note of what the *Burnout* coders did originally. Bit of competition never hurt anyone, did it?

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

TRACK LISTING

4

MOTOR WANEY: First up is a revised version of the Interstate track with its big coastal freeways.

ICE CREAM SPAN: The Rocky Mountain track is full of scattered snow and isolated bridges.

FOR SHORE: Head to the San Francisco Bay area and it's all palm trees and skyscrapers.

SUPER FLY: Burn round the airport and you'll discover flyovers and mini roundabouts.

ELEMENTAL

6

SURPRISING SUN: Just as in the real world, different times of day result in different qualities of light.

WETTER THAN THE REAL THING: Night + Rain = fantastic light sourcing.

FLAKE'S HEAVEN: Park up and watch as the snow changes direction in relation to the wind.

DVD ACTION

No fender wrenching replays this issue but we've got a peach of a developer interview lined up next month.

YOU PRANG, M'LUD: One instant improvement is that you're no longer penalised for minor nudges.

EXCHANGE AND CHART

5 It's still the case that none of the vehicles in the game are licensed, which can either be seen as a good or a bad thing depending on your personal preference. If you desperately want to drive a Dodge Viper then you'd be better off tackling EA's *Need For Speed*. If, however, you want to see your bonnet skidding down the road after a whip lash inducing head-on, then *Burnout 2*'s the only place to be.

MOTOR DROOL: As well as the racing kits seen here, there's also an unlockable police car and a '50s hotrod.

ONLY SKIDDING: Opt for drift on the handling and you can swing the back-end out for an eternity.

VERY SPRINGER: You receive points for jumps, so the courses have loads of hidden ramps.

HANDS-ON VERDICT

BURNOUT POINT OF IMPACT

7 Watching *Burnout 2* for the first time is enough to restore your belief in PS2. If you think the machine's reached its performance ceiling – prepare to eat your thumbs. The game rips along at 60fps, shunting more hi-res textures than a Bollywood disco. The handling's instant and Ritz-cracker snappy, allowing novices to launch into grin-making 90° slides with minimal pad-time. The crash physics have been favourably tweaked to allow for more aggressive driving, while the jumps are a welcome adrenaline-spiking addition. Thing is – while *Burnout 2*'s defiantly faithful to its roots – the world of PS2 racers has edged forward. EA's forthcoming *Need For Speed 2: Hot Pursuit* shamelessly, er, 'borrows' from Criterion's original, and bolts on a raft of cheeky gameplay tweaks. Brutally, *Burnout 2*'s more of the same – albeit cosmetically dazzling and fine-tuned. Nevertheless, this is still one of PS2's finest titles, and reason to be – cautiously – excited.

You'll love it because...

It's everything *Burnout* was but driven into the red.

You'll hate it because...

You're a racing purist who puts torque ratios before fun.

ORIGINALITY ★★☆☆☆

HANDLING ★★★★☆

PRESENTATION ★★★★★

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

Do you use computers?

value your eyes and hands?

stay lucky or claim £150,000

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COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 GTA: VICE CITY

We've flown to Miami, we've seen it in action, and we'll be grassing on all the best stuff next issue. Be there.

2 DRIVER 3

More cars and crime, only this time with a dash of international tourism. Watch out for our first look of this real soon.

3 GRAN TURISMO 4: ONLINE

No official news on the UK network but that hasn't put the anchors on our belief that this will be the best *GT* ever.

4 TIMESPLITTERS 2

Still clogging up our lunch breaks like a peanut butter doorstop – only with a gallon of mouth-watering relish.

5 MGS2: SUBSTANCE

Tab-smoking killer, or blond pretender who likes his water sports? Give it up Raiden, we're backing Dave.

6 INDIANA JONES

The fourth Indy film's just gone into development, which can only be good news for LucasArts' poly adaptation.

7 TONY HAWK'S PRO SKATER 4

Props, man! The Hawkster proves he's still the hottest property in the whole O_3 range. Just look at the zoo...

8 NEED FOR SPEED: HP2

We've felt the Need and the Need's left us choking on our iced doughnuts. Get previewed up on pg44 right now.

9 BURNOUT 2

It's faster, has more traffic, meatier crashes and variable weather effects. Don't believe us? Pg48 for you then.

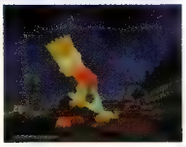
10 WWE SMACKDOWN! SYM

THQ and Yuke's go tag team and bring us another slice of poontang pie – ask The Rock, not us... First look next DVD.

OUR LEAST WANTED

You can take your title and...

SIMPSONS SKATEBOARDING



Shit on a stick? Possibly. We've played it, we've held our head in our hands, we've switched off our PS2. 'Nuff said.

EVERY KNOWN GAME ETA

INCOMING

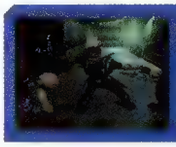
Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P		
Action Strategy	AS	Puzzle	Pz		
Arcade	Ar	Racing	R		
Beat-em-up	Bt	RPG	RPG		
Boxing	B	Shoot-em-up	S		
First Person Shooter	FPS	Sim	Sm		
Flight Sim	FS	Sport	Sp		
Misc	M	Strategy	Str		

SEPTEMBER

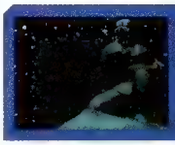
Ape Escape 2	Sony	P
Barbarian	Virgin	Bt
Beach Soccer	Wanadoo	Sp
Big Mother Truckers	Empire	R



BLADE 2

As movie licences go, you don't get many bloodier than the Snoochies, the game of the movie isn't half as gruesome as we'd hoped.

Colin McRae 3	Codem'ters	R
Conflict Desert Storm	SCi	AS
Crash	Rage	R
Curse: Eye of Isis	Wanadoo	AA
Disney's Donald Duck PK	Ubi Soft	P
Disney Golf	EA	Sp
Dragon's Lair 3D	THQ	AA
Ferrari F355	Sony	R
Gravity Games	Midway	Sp



HITMAN 2: SILENT ASSASSIN

Sneak back to pg38 for our pistol-packing preview of Eidos' second outing for their cut-throat hired killer. Phew...

Ironstorm	Wanado	FPS
Jimmy Neutron Boy Genius	THQ	P
Kelly Slater's Pro Surfer	Activision	S
Largo Winch	Ubi Soft	AA
Legion: Legend of Excalibur	Midway	AA
Madden NFL 2003	EA	Sp
MX Superfly	THQ	R
Need For Speed: Hot Pursuit 2	EA	R
NHL 2003	EA	Sp
Pac Man World 2	Sony	P
Premier Manager 2002	Infogrames	Sm
Pride FC	THQ	Bt
Riding Spirits	Bam!	R
Scooby Doo: Night of 100 Frights	THQ	P
Shox	EA	R
Simpsons Skateboarding	EA	Sp

STUNTMAN

The verdict's in. Have Reflections steered the Driv3r driver down a scenic route or have they lost the rodeo plot and scuffed it? Review on pg84.

Space Channel 5.2	Sony	B
Street Hoops	Activision	S
Stuntman	Infogrames	R
Tekken 4	Sony	Bt
The Thing	Vivendi	AA
TimeSplitters 2	Eidos	FPS
Tiny Toon Adventures	Swing!	Pz
Total Immersion Racing	Empire	R

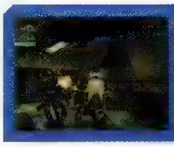
TUROK: EVOLUTION

PSM2's first play of Acclaim's dino-shooter has left us impressed with the weapons, sims, locomotion whether it's taking the FPS anywhere new.

UFC Throwdown	Ubi Soft	Bt
Way of the Samurai	Eidos	AA

OCTOBER

Burnout 2	Acclaim	R
Ecks Vs Sever	Bam!	AA
F1 2002	Sony	R
Halloween	Wanadoo	AA
Legia 2: Duel Saga	Eidos	RPG
LMA Manager 2003	Codem'ters	Sp
Lost, The	Ubi Soft	AA
NBA Live 2003	EA	Sp
Ninja Assault	Namco	S
Onimusha 2	Capcom	AA
Ratchet and Clank	Sony	P
RLH	Virgin Int.	AA
Robocop	Virgin Int.	FPS
Rocky	Rage	Sp
Scorpion King	Vivendi	AA
Sum of All Fears	Ubi Soft	AS
Taz Wanted	Infogrames	P



TERMINATOR: DAWN OF FATE

Paradigm (the makers of Sin) made T:DoF. Have done the mostly serene jigsaw with the first look at those Hunter Killers.

Tom Clancy's Ghost Recon	Ubi Soft	AS
Twin Calibre	Rage	AA

NOVEMBER

Auto Modellista	Capcom	R
Batman: Dark Tomorrow	Vivendi	AA
Black and Bruised	Vivendi	Sp
BloodRayne	Majesco	AA
Club Football	Codem'ters	Sp
Dave Mirra XXX	Acclaim	Sp
Dark Angel	Vivendi	AA
Harry Potter	EA	AA
Indiana Jones: Emperor's Tomb	Activision	AA
James Bond 007... in Nightfire	EA	FPS
Legend of Alon D'ar, The	Ubi Soft	AA
Legends of Wrestling 2	Acclaim	S
LOTR: Fellowship of the Ring	Vivendi	AA

LOTR: THE TWO TOWERS

Gimli. Gimli. Gimli a dwarf after our own heart. Our in-depth look at Fellowship's sequel, plus a know more? See pg56.

Malice	Vivendi	P
Marvel vs Capcom 2	Capcom	Bt
Mary-Kate and Ashley	Acclaim	B
Minority Report	Activision	AA
NHL Hitz	Midway	Sp
Powerpuff Girls	Bam!	P
Primal	Sony	AA
Project Zero	Wanado	AA
Rally Fusion	Activision	R
Rayman 3: Hoodlum Havoc	Ubi Soft	P

REIGN OF FIRE

In the land of the mighty fire, the first to see it before book is king. Bam! snap up this tale of a dragon-scorched future, but everybody's doing it from pg54.

Rugrats: Royal Ransom	THQ	P
Shaun Palmer's Pro Snowboarder	Activision	S
Splinter Cell	Ubi Soft	AA
Sponge Bob: The Flying Dutchman	THQ	P
Spyro: Enter the Dragonfly	Vivendi	P
Star Wars: Bounty Hunter	Activision	AA
Summoner 2	THQ	RPG
Tomb Raider: AoD	Eidos	AA
Tony Hawks Pro Skater 4	Activision	S
Tribes: Aerial Assault	Vivendi	AA
Vexx	Acclaim	P
WRC2	Sony	P
Wreckless	Activision	R
X-Men: Next Dimension	Activision	Bt

DECEMBER

ATV Quad Power Racing	Acclaim	R
Battle Bots	THQ	M
Broken Sword: The Sleeping Dragon	Virgin Int.	AA
Defender	Midway	S
GTA: Vice City	Take 2	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Freaky Flyers	Midway	FS

JOJO'S BIZARRE ADVENTURE

Post hands-on and Eurogamer Freak Out that the open ended scrapper we were hoping for. Still looks great, mind.

Hot Wheels	THQ	R
Jojo's Bizarre Adventure	Capcom	AA
Mortal Kombat: Deadly Alliance	Midway	Bt
Red Faction 2	THQ	AA
Rocket Power: Beach Bandits	THQ	R
Star Wars: Clone Wars	Activision	AS
Tak: The Power of Juju	THQ	AA

LATE 2002

Alpine Racer 3	Sony	R
Dinoz	Vivendi	Sp

BATTLE ENGINE AQUILA

One man, one machine and a planet at war. It's the RTS for the shoot-em-up generation and we're banking it'll blow up something truly explosive.

RATCHET & CLANK

SONY

Crafted platforming with enough exploration to ensure this'll stand head, furry ears and shoulders above a dumpster full of wannabes. See this month's disc to find out what we're on about.

Dinotopia	TDK	AA
Dr Muto	Midway	AA

DREDD VERSUS DEATH

This has just been picked up by Vivendi which means the likelihood of Dredd seeing the light of day on PS2 has greatly improved. Tres zarjaz.

F355	Sony	AA
Futurama	SCi	AA
GT Racing	Midas	R
H2Overdrive	Ubi Soft	R
Mercedes-Benz World Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R

ROBOTECH: BATTLECRY

Cel-shaded contrails as your missiles arc off to intercept enemy ones? Just one reason why we're itching to get hold of this shapes up.

Rogue Spear	Ubi Soft	AS
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Starsky and Hutch	Empire	AA
Superman	Infogrames	AA
World Sports Car	Empire	R
WWE Smackdown! SYM	THQ	Sp

TO BE CONFIRMED/2003

13	Ubi Soft	FPS
Alter Echo	THQ	AA
Armored Core 3	tbc	M
Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA
Bomberman Kart	tbc	R

BRUCE LEE

Kung fu no good? Don't worry this free-roaming stroppo based upon Bruce's life will have those one-inch punches back on track in no time.

Bruce Lee	Vivendi	Bt
Cauldron	TDK	AA
Crash	Rage	R
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Daredevil	THQ	AA

DEAD TO RIGHTS

With Virgin's *Good Cop* in development hell for the foreseeable, the palms close for Namco's bad-cop attempt to take on Max Payne mano et mano.

Delta Force	Nova Logic	FPS
Devil May Cry 2	Capcom	AA
Disney All-Stars	Konami	Sp
Dr Muto	Midway	P
Dragonball Z Fighters	tbc	B
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dungeons and Dragons	Infogrames	AA
Everquest	Sony	RPG
Evil Dead; Fistfull of Boomstick	THQ	AA
Football Mania	tbc	Sp
Freedom: Battle for Liberty Island	EA	AA
Fugitive Hunter	Infogrames	AA
Ghostmaster	Empire	AA

GLADIUS

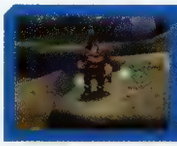
Part RPG, part beat-em-up, all Russell Crowe on steroids. LucasArts rework the Roman Empire and throw in a toga-full of spells for historical accuracy.

Gran Turismo 4: Online	Sony	R
Grand Theft Auto: Vice City	Take 2	AA
Gungrave	Sony	AA
Jurassic Park: Project Genesis	Vivendi	AS

KINGDOM HEARTS

Almost impenetrable in its original form, but still one of the most memorable, well balanced action platformers we've encountered on PS2.

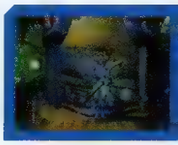
Legend of Kri	Sony	AA
Metal Gear Solid: Substance	Konami	AA
Micro Machines	Infogrames	R
Mission Impossible 2	Infogrames	AA
Monopoly Party	Infogrames	Pz
Nickelodeon Party Blast	Infogrames	Pz
Nightmare Creatures 3	tbc	AA



PILLAGE

No news about this picking up a publishing deal as yet, but its combination of X-Com style combat and open exploration deserves a release date.

Red Dead Revolver	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS
Risk	Infogrames	Pz
RTX Red Rock	Activision	AA
Rygar	Tecmo	AA
Shinobi	Sega	AA
Shoot to Kill	Codem'ters	FPS
Sims, The	EA	Str



SLY COOPER

As far as upcoming platformers go, the office is divided into two camps. Those that like Ratchet & Clank and those that spin on this criminal raccoon.

Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS
Spawn: In the Demon's Hand	Capcom	AA
Stung	tbc	AA
Suikoden 3	Konami	RPG
SWAT: Urban Justice	Vivendi	AS
Tiger Woods PGA Tour 2003	EA	Sp
Team SAS	Rage	AS
Templar	TDK	AA
Tenchu 3	Activision	AA
Thunderbirds	SCi	AA
Titanium Angel	SCi	AA
Transworld Surf	Infogrames	Sp
Ty The Tasmanian Tiger	EA	P
Unreal Tournament 2	tbc	FPS
World Rally Championship 2	Sony	R
WWE Crush Hour	THQ	R
Xenosaga	Sony	RPG
X-Men: Wolverine's Revenge	Activision	AA
Zapper	tbc	P

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www.bam4fun.com

CAPCOM EUROSOFT
020 8846 2550
www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay.com

KONAMI EUROPE
0208 582 5573
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
020 7938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
08705 998877
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware.com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.vivendiuniversal.com

7W 88 89
8N 97 48

NOW FOR OUR FEATURE PRESENTATION

No talking please. Or smoking. Or opening your king-size bag of Revels at full volume. The game's about to start...

There are two words that tend to send shivers down the spine of anyone but the most casual of gamers. Those two words – and we'll whisper them to dull the pain – are *Film* and *Licence*.

You just haven't lived if you haven't resented spending £40 on a turd-rate platform game featuring the non resemblance of a bloke in a film. We have lived. And we know *exactly* what you're going through.

But things seem to be changing. Film licences are coming out *alongside* the movie. Big name developers are being handed big bucks to turn out big name games. And we've got ten pages of the best...

■ Movie released: 18th December 2002 ■ Game released: October 2002

THE LORD OF THE RINGS: THE TWO TOWERS

"The Journey Continues December 18"

THE PITCH:

Wee men with hairy feet get carried around by grown-ups, have a pop at Wormtongue, Gollum and other 'English dudes in beards' before getting stuck into a bunch of ex-New Zealand rugby players in sweaty orc make-up. Credits roll. Time for film three... Something like that. Look, it worked first time round. It's the Star Wars for today's generation, see?

THE GAME:

Who wants to be a hobbit? We do. But we can't. Not here, anyway. In *The Two Towers* you only get to play as the "motion picture trilogy's action heroes". In other words, Aragorn, Legolas and Gimli. We're promised that you'll be able to "re-live the most memorable movie moments from the first two films". A good thing.

THE PROSPECTS:

The game's being co-developed by Stormfront Studios, who only have the disappointing *The Legend of Alon D'ar* under their belt on PS2. So we're going to be slightly sparing with our enthusiasm at this stage. That said, it is *The Lord of the Rings: The Movie: The Game*. And, although money doesn't buy you happiness (shyeah, right...), this has the weighty currency thrust of EA behind it.

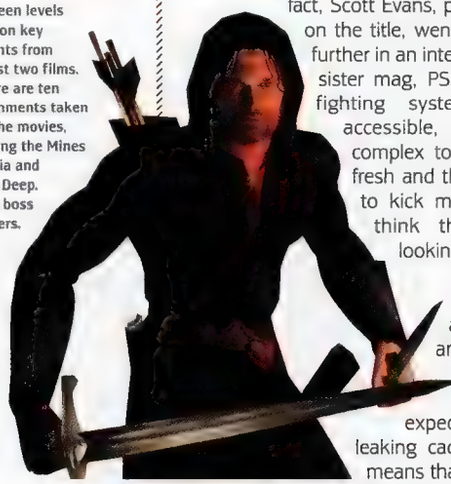
GAME HIGHLIGHTS:

- Three playable characters (Aragorn, Legolas and Gimli).
- Sixteen levels based on key moments from the first two films.
- There are ten environments taken from the movies, including the Mines of Moria and Helm's Deep.
- Five boss monsters.

Initial reaction? *State of Emergency* with swords. It's refreshing to find EA going knuckle-deep in action for a title that could so easily have become a ploddy adventure. See that Cave Troll? Kill it. All those orcs over there? Cut 'em up good. Smash, dice, batter... Game Over. Thanks for your £50, and goodnight!

Or is it? EA clearly want to make this a little brainier than your average mass brawler. How? With liberal use of the words 'tactical' and 'strategic' whenever they're talking about it. In fact, Scott Evans, producer on the title, went a step further in an interview with our US sister mag, PSM, describing the fighting system as, "highly accessible, but increasingly complex to keep the action fresh and the player wanting to kick more orc ass." We think the word you're looking for is 'sweet'.

"THIS IS ONE MOVIE LICENCE WHICH LOOKS LIKE THE FILM AND STICKS TO THE SCRIPT"



The idea is that you won't be able to just waltz around a battle stabbing the ⊗ button and expecting to rack up leaking cadavers. Enemy AI means that your opponents learn and adapt – repeated moves get blocked and have little effect. But, if you watch how *they* fight, you're likely to spot weaknesses.

Your selection of character will also have an effect on how you approach a battle. Before each mission you need to make a choice between which character you want to take control over: Aragorn, Legolas or Gimli (we'll assume you know who's who), complete with their own individual weapons and combat style. When you've finished a level you'll be awarded points which can be used to upgrade your attacks (as well as buying new arrows for the blonde elf). But you'll need to decide whether you'll gush the entire amount on one character, or spread your bets and upgrade everyone slightly. We know which option sounds more exciting to us, so EA'll need to ensure you *have to* opt for each of the three at certain points to make it worthwhile powering them up.

Thankfully, this is one movie licence which looks like the film *and* sticks to the script. It concentrates mainly on events from the adaptation of The Two Towers, although kicks off during the The Fellowship of the Ring. Confusing? Not really. The first battle sequence features Aragorn protecting Frodo and the gang from the Ring Wraiths at Weathertop. You'll get to meet up with the other members of The Fellowship through the game as well– even Gandalf shows up occasionally to cook up a bit of magic in battle.

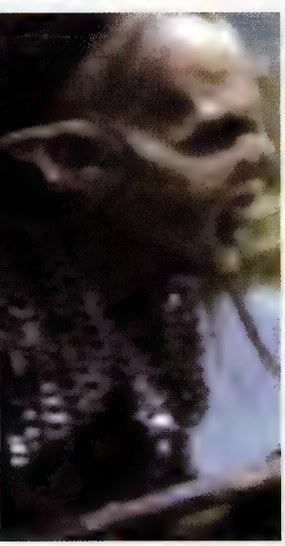
To be honest it'll be a success even if Stormfront Studios fumble the ball. We say that with blind confidence because, like most EA titles, it looks great, plays OK and is certain to have a multi-million dollar marketing campaign behind it. It'll also benefit by being launched to coincide with the film. The game's been in development since December 2000. There's a team of 100 people behind it. It uses a Matrix camera-spinning freeze frame. Number one here we come...

TOWER SHOWER: The great war has taken its toll on much of the landscape. Best keep killing...

ARCTIC TROLL: These guys don't just live in caves - be ready for them at any time...

TONY ORC: The Battle Manager system puts you right in the centre of huge fights.

BLAME IT ON TRIO: Whichever character you choose, the others will be there to help out.



ARAGORN A GET YOU: The game starts with a fight straight outta *The Fellowship.*

AXE ALL I NEED: Small needn't mean weak. With upgraded attacks, Gimli's deadly.

WRAITH FIENNES: The main enemies are orcs - but there are other key enemies...

"YOUR SELECTION OF CHARACTER WILL ALSO HAVE AN EFFECT ON HOW YOU APPROACH BATTLE"

WET RESCUE: Huge slashing rain and atmospheric conditions - this *is* the movie.

© 20th Century Fox

■ Movie released: 18th December 2002 ■ Game released: October 2002

THE LORD OF THE RINGS Q&A

Why, given the plot-heavy nature of the book, did you decide to make an all-out action game?
Like the films, this year's gameplay is focused on a third-person action-adventure experience. The game features dramatic camera views of the action within fully 3D interactive environments taken from the big screen. A tactical combat system will encourage players to be strategic with their selection of characters, weaponry and moves.

We've created a fighting system that is accessible, but increasingly complex to keep the action fresh and the player wanting to defeat the orcs. You can only get so far by simply mashing buttons in this game. The fighting controls intersect with a complex AI system that we call the Battle Manager. This system creates and manages massive, raging battles between orcs, elves, and the armies of men.... and the player is right in the middle of the action.

During combat, the player has many different moves which range from basic combo attacks to complex killing move sequences. The player also uses their bow, knives or axes to take out enemies at range... or up close if you're skillful.

How closely does it follow the film(s)? What key scenes or battles will you be focusing on?
Our goal is to recreate the intense action moments from the first two films, while recreating the stunning visuals of the films in the interactive media. Our game design allows the player to take the roles of the heroes of the Fellowship, and play through all of the key moments that determined the fate of the ring as depicted in the films.

ELF WARNING: Being able to attack [illegible] key strength.

Could you briefly outline each playable character and explain what they bring to the game?
Players will have the opportunity to select at the beginning of each level from the three main action heros – Aragorn, Legolas and Gimli. Each of them have unique characteristics, including fighting styles and weapons. The other members of the Fellowship will play alongside you as is appropriate for that bit of the movie. So if you choose to play as Aragorn, you'll see Legolas and Gimli, and perhaps Gandalf and Frodo depending on where you are, fighting at your side as computer controlled allies.

The player can choose to play through the game with just one of the characters, however there is a benefit to being strategic with who you choose considering some levels (combat) will be better suited to a specific character.

What liberties have you taken from the source material? Are there any elements that don't exist in the book?
Our source materials are directly from the movie(s), courtesy of New Line Cinema and Peter Jackson's team.

The gameplay spans the story of the first two films. As such, there is an incredible amount of material available to base a game upon. In fact, our first challenge was to pick and choose from among some of the most awesome film sequences ever created.

After our locations, characters, etc. were chosen we started to pour over every detail to make certain that our game closely matches Middle-Earth.

Are there secret characters? We'd love to play as a hobbit...
We are going to offer a large amount of secret material and exclusive film content that skillful players can unlock.

Some people think The Lord of the Rings is too stuffy and tend to shy away from games featuring orcs, elves and wizards. How will your game appeal to those who disliked the book?
Our game stays true to the movie(s), so considering the first film was a blockbuster, there's going to be a large group of fans we're going to appeal to.

We've carefully crafted a gameplay experience that is accessible, but offers layers of complexity that experienced gamers can unlock if they have the skill. Mainstream gamers can quickly pick up the control, mash buttons, and have success. However, the game quickly begins to offer challenges that require a deeper level of skill.

Visually, how close is the game to the film? What level of access did you get to the original movie material?
Our goal is to stay true to the vision created by New Line Cinema and Peter Jackson, and I believe we are doing that. Visually, our game mirrors the film's style. We want people to play it and say to themselves, "Wow! Is that scene from the game or the movie?!" So far, we're very pleased with our progress and feel gamers will have exactly that reaction.

Will there be a multi-player mode? If so, what form will it take?
The PS2 version will be single-player only; however, players will have the opportunity to select from the three characters Aragorn, Legolas and Gimli.

"OUR GOAL IS TO RECREATE THE INTENSE ACTION MOMENTS FROM THE FIRST TWO FILMS"

SLASH DUMMY: Mindlessly [illegible] won't get you far.

GANG STAIR WHACKER: [illegible]

"IF YOU CHOOSE TO PLAY AS ARAGORN, YOU'LL SEE LEGOLAS AND GIMLI, AND PERHAPS GANDALF AND FRODO"

© Spyglass Entertainment

THE PITCH:
Resistance fighters – all torn leather, bandanas and fingerless gloves, probably – pelt through disused quarries on motorbikes and jeeps screaming about 'freedom' before pumping rockets at CG dragons. Something like that, anyway. It's a bit more complicated, obviously. But not much.

THE GAME:
Follows the film closely. Apart from the fact that you get to see (and destroy) things from a dragon's perspective as well. The game makes good use of its source material, with a soundtrack and voice-over lifted directly from the movie.

THE PROSPECTS:
Matthew McConaughey and Christian Bale? Ladies love 'em. Throw in explosions and Izabella Scorupco for the boys, and it's a treat to eat for the whole family. Of course the movie's going to succeed. Isn't it? Eh? Mmm-hmm. As for the game, well, like all the ones featured here, its mainstream popularity's heavily dependant on the success of the movie. We know developers Kuju care about their games, and those flame effects are truly lovely. But... it's very brown. And all PS2 games with dragons in are rubbish. At least they have been until now...

GAME HIGHLIGHTS:
- The opportunity to play the game from both the humans' and the dragons' point of view.
- Nine breeds of dragons, split into both air and land-based critters.
- Three groups of human forces to control.
- Vehicles and weapons based on those in the film.

■ Movie released: 16th August 2002 ■ Game released: October 2002

REIGN OF FIRE

"Fight Fire with Fire"

We know what you're thinking. *Reign of Fire*? A neutral coast for two hours CGI-ride, right? *Jurassic Park* a-bloody-gain. Well, kind of.

The plot's a little hard to stomach. In present day London a construction crew unleash a dragon that's been hibernating for centuries. Just 24 flame-grilled years later, dragons have become the dominant species on Earth, reducing the few remaining humans to hiding out in castles. See, it's just like Medieval times, but with tanks and helicopters and stuff. Clever. How did the dragons defeat 21st century mankind's thermo-nuclear defences? Why are people hiding in castles (apart from it looking good)? That, and more, will, we're sure, be answered over the course of two hours...

The post-apocalyptic clichés don't stop there. Quinn Abercromby – lovely name – is the son of the leader of the construction crew that unleashed the dragons in the first place. He's now a resistance fighter trying to protect a community holed up in a castle in the English countryside.

Cue the entrance of Denton Van Zan – lovely

REIGN'S WORLD: It's hard to believe the dragons can withstand such intense pummelling.

WINDY KILLER: Anything that seems to have wings is a threat. You must kill it.

IGNITE FEVER: In the future, everything looks 'slightly brown'. At least your napalm attacks brighten things up a bit.

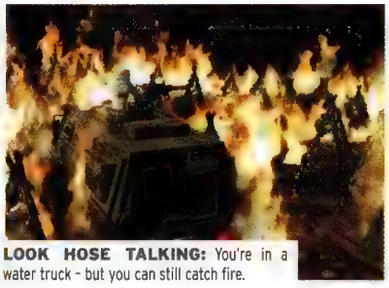
FLAP DANCE: The transparency effects on the dragon wings are impressive. As is the fire.

name – a 'hotshot' American and his 'ragtag' group of Archangels (remember, resistance fighters are never organised, always ragtag). He knows a way to kill the dragons, and comes to Quinn's castle to recruit men to join him on a journey to London (Ye Olde Capital)...

The game digs straight into the action in 2024 Britain, giving you the chance to try out the ballsiest weapons and vehicles used in the film. You start the game as one of Van Zan's boys and it's a mission-by-mission approach, with each level featuring smaller sub-missions – complete these for positive repercussions later in the game. Defend a gun emplacement successfully for instance, and it'll be there to help you take out dragons later in the mission – fail to protect it and you'll have a much tougher slaying time.

The missions themselves are as varied as they can be. You know the score – protect these transporters here, shoot the shit out of everything there. One mission sees you in a tank trying to defend a convoy of vehicles heading towards a gun battery that's bombarding London (the home of the dragons). Another has you tearing about in a firetruck putting out crop fires caused by the screeching freaks overhead. We haven't yet seen many imaginative tasks – although the developers Kuju were limited, given the nature of the film.

HEAT SAMPRAS: Things are heating up down at the vegetable patch.



LOOK HOSE TALKING: You're in a water truck - but you can still catch fire.

WATER WAY TO GO: It's a race against time to extinguish the remaining fires.

"YOU KNOW THE SCORE - PROTECT THESE TRANSPORTERS HERE, SHOOT THE SHIT OUT OF EVERYTHING THERE"

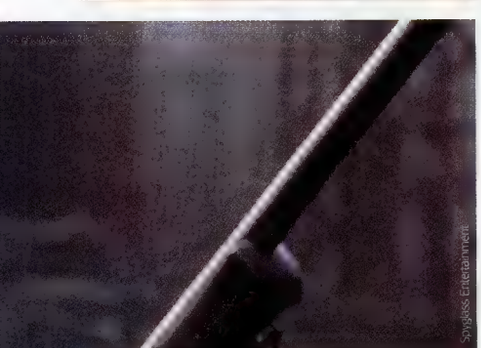
As you'd expect for a game featuring the clash of man and dragon, the fire effects are pretty spectacular. We're not just talking sparky eye-candy either. Get toasted and you'll need to locate the Reign of Fire universe's most precious commodity – water. Take the crop-dousing mission mentioned previously. End up being caught by the napalm rain yourself and, despite the fact you're in a fire truck, you'll need to drive underneath the large pipes that push water around the place, then shoot them out to create a flame-killing cascade. Job done. But as you're trying to find the pipes, you end up setting fire to the crops you're trying to protect. Oh, the frikkin' irony. It's enough to make you want to chew your own leg off.

Arguably the biggest selling point of the game is the chance to play as the bad guys – something which, in our book, doesn't happen enough. In the dragon side of the game you begin as a young, inexperienced animal which, through successful completion of each level, evolves into a leaner, meaner heating machine – a George Foreman Grill with wings. Armed initially

AIR SPRAY: You'll see choppers and bi-planes flying about, but you can't control them.

BLAZE OF THUNDER: Get the variety of missions in there, Kuju. Make it feel *fresh*...

SPARK LIFE: We're more entertained by the dragon's missions - you will be too.



with only two attacks – the Fireball, used to spray enemies up close, and Napalm Breath, for setting fire to crops and livestock – you'll also only be able to pick up lighter objects.

As you grow older, your attack abilities will ripen, and you'll be able to lift and shift bulkier items, including jeeps and armoured personnel carriers. Again, the fire effect comes into its own here. Once you've set a vehicle alight, you can grab it with your talons, fly to a human command post and dump your hot load. The fire will eventually begin to spread up the building, causing the evil men to lose another of their defences. Eeeksellent.

Again, the mission structure stays faithful to the tried and tested laws of aerial shooters – simply substitute agile modern fighter planes for filthy great reptiles. You'll be given the opportunity to play some of the human missions from the dragons' perspective, but most are original challenges designed to let you experience their full destructive force. Oh, and there's a sniff of tactics too: one level has you clearing the path for the land-based Jakyls – young dragons used to flush out humans hiding underground – so that they're able to enter the humans' bunkers.

Overall the prospects for the game aren't *too* bad. Admittedly Kuju Entertainment's PS2 line-up so far isn't exactly scorching (they've created the limp *Lotus Challenge* and the sub-70% *Fireblade*) and the movie's a bit of a no-brainer – it's a videogame masquerading as a movie, really. But the AI's well scripted, with dragons reacting to fires and concentrating their attacks there. The vehicle physics are solid and the graphics, although a little brown, are razor-sharp. Despite the repetitive nature of vehicle-shooters, we like what the team are trying to do – and if there's one game with dragons in that's going to put an end to the piss-poor legacy on PS2, it's got to be *Reign of Fire*.

IS THIS DRAGON ON FAR TOO LONG?

To bring some flavour to the drag-on missions, in addition to you, the player dragon, there are eight other breeds getting involved. Three of these are land-bound, while the remaining five sweep in from the air.

LAND DRAGONS

JAKYLS
Junior dragons that swarm in packs, ramming vehicles and eating humans. These tend to be herded by flying dragons in order to flush out those human survivors.

PITCHERS
These sit in wait on large nests where Jakyls occasionally take refuge. Pitchers will throw out the young dragons at anything approaching them.

LAND TANKS
Massive dark green dragons that have become too old, fat and clumsy to zip through the skies on their tatty wings. These charge like a Triceratops, spewing napalm from their nostrils.

SKY DRAGONS

SPITFIRES
The Jakyls of the air. Small, nippy and nimble, these hunt in groups, spitting small fireballs at anything that upsets them. They're easily killed, mind.

FIREBALLERS
Red of scale, mid of size – these fly low and stick to the contours of the countryside like reptile hoovers. Attack targets with strafing, fireball-gobbing runs.

DIVE BOMBERS
Large yellow-stained brutes that drop out of the clouds, grab motorbikes and other small vehicles, then drop them on the humans.

NAPALM BREATHERS
Mother of God. The most destructive type of dragon here, clearly identified by its large size and orange scales. Watch it swoop. Watch it hover. Watch it belch an uninterrupted stream of napalm. Ouch.

And we almost forgot The Bull. The biggest, strongest animal there is. He's the reason the rest are here in the first place...

Movie released: 5th February 1988 ■ Game released: October 2002

ROBOCOP

"The Future of Law Enforcement"

THE PITCH:

Man-machine stomps around disused factories while being shot at by the cleanest-looking 'street punks' – all bandanas, fingerless gloves and pretend piercings – you've ever seen. Must include soundtrack featuring bands like Programming the Psychodrill shouting their chainsaw mouths off. And lots of people with mohicans. Because that's the future.

THE GAME:

A first-person shooter based on the 1987 film, using characters and settings, although not following the established plotline. It'll feature an original story and put you in the clunky steel boots of the cyborg cop in full 3D into-the-screen action for the first time.

THE PROSPECTS:

As licences go, it's one that anyone under the age of 22 probably won't give a shit about. But if it turns out to be a great game, that's not going to matter. After all, as is the way with these things, creative licence means the game will merely 'echo' the movie, not follow it frame-for-frame. Good news – frame 657 is absolute knob.

GAME HIGHLIGHTS:

- Twelve missions/'investigations'.
- Over 50 different enemies, including ED 209.
- Multi-target lock-on system (as well as telescopic zoom, infrared and night vision).
- No multi-player options.

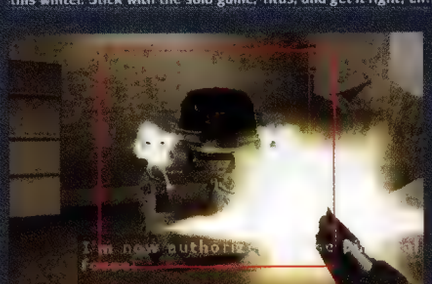
You are Alex Murphy. You are half man, half biscuit tin – a walking, talking can of constabulary spam whose beat is downtown future-Detroit.

Your mission, in this 'Realtime First Person Shooter' (not to be confused with all those 'Turn-Based' ones...) is to crack a plot involving OCP (Omni Consumer Products – the multinational that runs the Police department), local mafia dealing a new synthetic drug and – get this – a powerful computer-brain cyborg, the MIND (Massively Intelligent Neural Device). Pulsating brain in a fishtank? We'll see...

We don't expect this to be a highbrow game. Yes, there's investigating to be carried out, characters to be apprehended, evidence to be unearthed – but really, you just want to shoot criminals dead all over their stupid faces. If you've seen the original film (don't bother with the sequels and the TV series), you'll know that your duty's to protect the innocent. To ensure your killing's bystander-free, Titus are loading you up with vision enhancers – including a headshot-friendly sniper zoom – and a lock-on system which enables you to accurately target multiple enemies at once. Remember: badass criminals never attack alone, *always* in gangs.

Other than that, well, it seems to be dishing out exactly what you'd expect from a Robocop licence. Fat guns, gloomy factories, crackling static when you die... oh, and ED 209. You know, "20 seconds to comply" and all that.

It needs to be violent, *God* it needs to be violent. We want wave upon wave of drug-caked perps to reduce to shivering slabs of meat. Sometimes you need a break from all that *Deus Ex*-style talking, all those *decisions* – there's enough of those in the real world. Sometimes you just want to power up and cut loose. *Robocop* has the potential to capture the imagination – as long as it can keep the criminals and hardware coming. The lack of a multi-player game might worry some – but that's the reason you'll be getting *TimeSplitters 2* this winter. Stick with the solo game, Titus, and *get it right*, eh?



COPPER COBANA: [illegible] chance to face up to ED 209 will send [illegible] of us here aren't that phased...

FRIENDS LIKE THESE: In multi-player, choose from villains and allies from the films.

PAIR STYLE: And there'll be around eight 007 environments. Snowy alps, anyone?

PATH THE DUCHEE: Each of the levels features multiple routes through them.

■ Game Released: 15th November 2002

JAMES BOND 007: NIGHTFIRE

"Having problems keeping it up, Q?"

GAME HIGHLIGHTS:

- The opportunity to visit more than ten Bond-themed locations (which probably means 11).
- Both single and four-player split-screen support.
- New 'third-person' camera enhancing Bond moments.
- New upgradeable Q-lab gadgets.
- You play as Pierce – Mr Brosnan has agreed to have his likeness in the game.

One of those movie games that doesn't need any introduction. Most people are up to speed with *Agent Under Fire*, released on the 30th November last year to surprise critical acclaim (two games patched together to create one? Schurely schumm mischtake...) and this looks like complementing it perfectly.

While *Nightfire* doesn't follow any of the Bond films' plotlines, it's still unmistakably rooted in the 40-year-old 007 movie legacy. The Monty Norman stings, the Q gadgetry, the 'exotic' ladies – it's all still there.

"YOU'LL GET TO EXPERIENCE SNOW, SURF AND ZERO GRAVITY"

The criminal mastermind this time round? Rafael Drake – the head of an environmental organization gone bad-mental. To prevent his domination of the world, you'll need to travel from the Austrian Alps up into outer space and back to Earth again, right down into the depths of the South Pacific. Classic Bond stuff – you'll get to experience snow, surf and zero gravity within the space of ten levels.

If you've played the first game, you'll know what's on offer here – a first-person shooter glued together by driving levels from the *Need for Speed* team. *Nightfire* does hurl a couple of new features your way, though. Imagine a camera that pulls out to a third person view to highlight 'Bond moments' and to give you a better perspective for certain sections. Now stop imagining – for that camera is *real*. Interestingly, you'll also be able to upgrade Q's gadgets this time. We just hope EA have seen sense to upgrade the four-way deathmatch as well – the fact that you couldn't even redefine the controls in its predecessor had us spilling our Beluga Caviar in shock.

Other than that, simply expect *Nightfire* to be bigger, brainier and – surely to God – better than *Agent Under Fire*. And this time round EA have managed to get their hands on the rights to use Pierce Brosnan's likeness. The definitive Bond experience? Put money on it.

SNIPE CLEANER: Enemies now react according to where you shoot them.

■ Movie released: 5th January '01 ■ Game released: 4th July '02

CROUCHING TIGER, HIDDEN DRAGON

"Your master underestimated us women"

Some games you wouldn't even look at if it wasn't for the movie. And, sadly, this is one of them. We caught Genki's vision of *Crouching Tiger* at E3 and it wasn't the beautiful recreation we were expecting.

True, the gravity-scorning jumps have made it over to PS2 – and the use of the intriguing combat system, based around the right analogue stick, lets you launch into some spectacular moves direct from the movie. This isn't a game where you tap Ⓐ till all the sensation disappears from your thumb. By swirling the stick in circles, your attacks will be considered and smooth, while stabbing at it sends out more striking moves. Go nuts, and that's just what your on-screen persona seems to do.

It's just that at the moment it looks, well, *rubbish*. We've probably only a game that's only 30% complete. Yeah, that'd explain it. That would be the reason why everything looks so uninspiring. We're sure, once we sit down alone in a darkened room, the full majestic atmosphere of Ang Lee's epic will come through. But it's got its work cut out going up against *Shinobi*...

■ Movie released: 19th April 2002
■ Game released: November 2002

THE SCORPION KING: RISE OF AN AKKADIAN

"Warrior. Legend. King"

The first question you've got to ask yourself is: do you really care? Do you give a shit about The Rock, or The Mummy or any of that business? Because that's the only thing that's going to really pull you in.

Or is it? The fact is Vivendi's action-stacked adventure, despite being one of those prequels, is loaded with lots of cool detail. The game's entire script has been recorded by [illegible] – that's three hours of crisp dialogue, along with voice talent from Futurama's Billy West, some bloke from the Terminator movies and... there's just no stopping him! – Mark Hamill.

The game centres around the first adventure of Mathayus and his journey to stop an evil lord and his army from taking over his world. Think 12 different environments, 20 disturbing species of creature-people and a shitload of ancient weaponry and you're pretty much there. Should be better than you could ever imagine...

KING HELL: You'll have to tackle snake-men and armies of other beast warriors.

■ Movie released: 4th July 2002 ■ Game released: November 2002

MINORITY REPORT

"The future can be seen... the guilty punished"

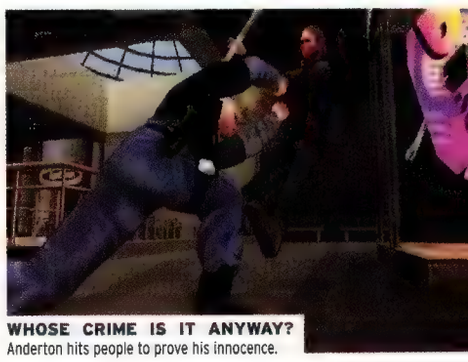
GAME HIGHLIGHTS:
- Fifteen levels.
- Multiple endings.
- Hand-to-hand and weapon combat.
- 'Intuitive Clue System'.

Tom Cruise! Steven Spielberg! Philip K Dick! Lock up your daughters and throw away the key – the dream team's in town. Even if you haven't managed to drag your arse off the sofa to go and see it yet, you're certain to have had the trailer forced into your eyes between bouts of Big Brother. Notice the robot spider things? Seen the Cruisemeister leaping from car to car outside the skyscraper? It screams videogame. SCREAMS IT.

The shift from big screen to third-person action adventure is being handled by Treyarch, the developers of *Spider-Man* and the forthcoming *Kelly Slater's Pro Surfer*. They've created a game world which mirrors the film's, with the same locations, jetpacks, Sick Sticks, PreCrime Hoverships blah-de-blah blah.

You play John Anderton, the same PreCrime Officer from the movie, out to clear his PreCrime name. But it's an 'all-new adventure' and you don't look anything like Tom Cruise – Cruise costs money, see? It's fair to say that the game looks exciting: 15 levels of human and robot enemy destruction, multiple endings and the chance to throw fat men through plate glass windows. It also boasts an 'Intuitive Clue System', which means you'll be able to find items that unlock story-advancing events. It does look a little grey in places, though – let's hope it's not another *Oni*...

"YOU DON'T LOOK ANYTHING LIKE TOM CRUISE – CRUISE COSTS MONEY"



WHOSE CRIME IS IT ANYWAY? Anderton hits people to prove his innocence.

■ Movies released: 1981-1989 ■ Game released: November 2002

INDIANA JONES AND THE EMPEROR'S TOMB

"Nazis. I hate these guys"

THE PITCH:

Tom Selleck chases ancient artifacts around the world. Scratch that – make it Harrison Ford. Throw in Steven Spielberg, a pile of Nazis and a screaming girl or two, and Bob's your bloody builder – instant cool. It's never like this on Time Team.

THE GAME:

This is a new adventure for the world's unluckiest archaeologist. A third-per... look, we're not even going to say it. Indy needs to get around the globe, collect three pieces of a key and find the Heart of the Dragon – a black pearl that lets its owner control minds...

THE PROSPECTS:

It's Indiana Jones doing Tomb Raider doing Indiana Jones. Could top Lara...

GAME HIGHLIGHTS:

- Ten levels, each set in a different location.
- Indy's whip and pistol, plus his two-fisted punch.
- New assistant – Mei Ying.
- *That* music.

This is the Indiana Jones game we've been waiting for. A full-on kick-in-the-Nazi-nuts action experience. It's heavy on the brawling – watch Dr Jones do a jaw-cracking double-fisted uppercut. See him pick up chair, a shovel – even table legs – and wrap them round an enemy's head *just like in the film*. It might not follow any of the movies' stories, but it captures the atmosphere better than probably any other game here.

Your quest is to assemble the three scattered pieces of the Dragon Seal, a key which unlocks the crypt containing an all-powerful pearl. A German-lead Triad group are after it, and you need to retrieve it for the government of China – helped by a beautiful assistant. Of course, you're going to travel the world (expect a between-level loading screen with a red line tracing across an ancient map). Rickshaw chases in Hong Kong, boat battles in the South China Sea, fisticuffs in an Istanbul palace – you know the score.

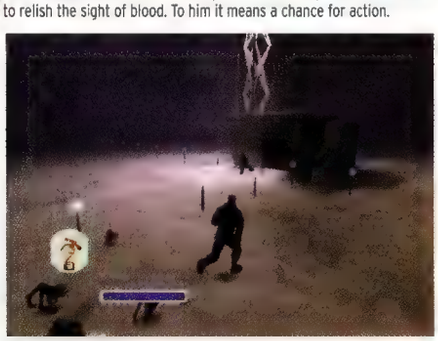
The Collective, the California-based developers, have bags of confidence in their 3D engine, and are keen to highlight their 'sophisticated camera tracking system'. That's all very well and fine, but we just want to whip some goons senseless...

INDY THICK OF IT: The animation captures all of Jones' big screen moves.

CROC-BOTTOM: Holy smokes! How does the good Doctor keep his hat on underwater?

© Kobal

OH POSITIVE: Your infantryman is the only one who seems to relish the sight of blood. To him it means a chance for action.



FREEZE DIED: Outnumbered by Thing spawn and armed only with a fire extinguisher. This isn't going to have a happy ending.

THE PITCH:

The inhabitants of a US scientific base in Antarctica gets wiped out by an Alien that assumes the form of the people it kills. What you end up with is paranoia and distrust. And insanity.

THE GAME:

Just for a change, it's not a prequel. It's set after the events of film, with you as the leader of a military rescue team sent in to investigate what the hell happened. In a third-person action adventure kinda way.

THE PROSPECTS:

Promising. Cleverer than *Hitman*, but not as stomach-upsetting as *Silent Hill 2*.

GAME HIGHLIGHTS:

- Visual trust/fear interface.
- Up to four people in your squad.
- More than 20 levels.
- Kurt Russell as a corpse...

■ Movie released: October 1982 ■ Game released: September 2002

THE THING

"Man is the warmest place to hide"

We've been tracking the development of this game closely (you've got to support your home grown Brit talent, after all), and, after finally putting in some long hours with a three-level demo, we can confirm that's been time well spent.

Get past the lighting and facial animation, and you begin to realise this is more than just another battery-farmed third-person action adventure. It's more of a management game. Bear with us here. Management doesn't have to be dull.

It's all about balancing trust with fear, see. Hand over all your weapons to your team, to convince them that you're not The Thing, then enter the base – you'll find they protect you. Accidentally shoot one of your men and they *will* believe you're The Thing. You can apologise by quickly running across with a medipak and administering first aid – but before the clock timer runs down. The AI's spot-on, with the non-player characters reacting to events realistically – just watch the individual personalities come out.

It looks like an interesting, clever game – but with the likes of *Silent Hill 2* and *Project Zero* having numbed us already, it's doesn't actually seem that tense or chilling. But we do admire the different approach developers Computer Artworks have taken. If you can stomach a bit of a PC slant to things, this has lots to offer.

ROVERS RETURN: The manifestations of The Thing become progressively grotesque.

"SHOOT ONE OF YOUR MEN AND THEY'LL BELIEVE YOU'RE THE THING"

■ Movies released: 1977-2005 ■ Game released: 27th September 2002

STAR WARS

Beware. Be very ware – LucasArts are releasing two games this Christmas...

■ Movies released: 1977-2005
■ Game released: 19th November 2002

STAR WARS: BOUNTY HUNTER

"Get him, dad!"

Set between the Episode 1 and 2, *Bounty Hunter* will reveal the reasons behind Jango Fett's selection as the model for the clone army in Episode 2. The soundtrack features tracks from Attack of the Clones, there are 100 original characters, and you'll hear the digitized voices of their big-screen counterparts. This is a movie licence that does things properly.

One thing that really stands out is the diversity in Jango's abilities. Run, fly, hover, hang, shoot flames, shoot his rocket, use twin pistols... *Devil May Cry*'s Dante might be a more exhilarating character to take into battle, but he can't match Jango Fett's variety. With 18 levels set across six worlds, you're going to have plenty of time to test out his skills.

DON'T FETT: All of Jango's greater weapons are available in the game.

■ Movies released: 1977-2005 ■ Game released: 27th September 2002

STAR WARS: CLONE WARS

"Begun, this clone war has"

"YOU LEAD A UNIT OF CLONES IN HUGE BATTLES AGAINST DROID ARMIES"

This isn't a third-person action adventure. Hard to believe, we know. Instead it's a ground and air-based combat action game. Sounds... thrilling. No, really – it *has* to be good. This is your chance to change history, right? By gripping the sticks of either Anakin Skywalker, Obi-Wan or Mace Windu, you lead a unit of clones in huge battles against Count Dooku's Confederacy droid armies. There are 16 campaigns to sink your teeth into, taking place in six worlds. One minute you're taking on your arse on the ruins of Rhen Var (er... where?), the next you're going apeshit with a lightsaber in the treetops cities of the Wookie planet.

Throw in the opportunity to change vehicles mid-battle once key objectives are met (speeder bike or AT-SX assault walker anyone?) and a two-player split-screen mode featuring deathmatch duels and King of the Hill levels of control and you've got another slick Star Wars experience. Or have you? We'll let you know in September...

A CLONE AT LAST! Armies of troopers and awesome Star Wars ships – this'll be huge.

COMING SOON TO A CONSOLE NEAR YOU!

© 20th Century Fox

DAREDEVIL

■ The movie about the life of the world's coolest superhero is soon to be a game. We say 'soon', but expect it Xmas.

HARRY POTTER

■ To coincide with the release of The Chamber of Secrets, EA are preparing a game. We're mildly interested.

© Kobal

ALIENS: COLONIAL MARINES

■ This strategy-laced FPS seems like it's been in development for years – it should be out this winter.

BLADE 2

■ The latest build we've seen proved to be a little disappointing. Watch out for our review dead soon...

ALSO IN PRODUCTION...

ENTER THE MATRIX
T3: RISE OF THE MACHINES
TERMINATOR: DAWN OF FATE
MISSION: IMPOSSIBLE 2
THE HULK
STARSKY AND HUTCH
ECKS VS SEVER

■ Plus, don't miss our big previews of *Rocky* (pg36) and review of *Men in Black 2* (pg78). The End.

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

AND THEY SAY, "WHY DON'T YOU TALK ABOUT IT?" AND I SAY, "BECAUSE I DON'T WANT TO"

JOEL

That charming little couplet comes from Institutionalised – which just happens to be the whiniest, most hateful song in *Mat Hoffman*'s turgid playlist. Why is this important to us? Because this is how the developer-publisher relationship works – it's all very well having a million motion-captured tricks which have been rendered in a gajillion-polygon environment, but when it comes to the soundtrack, the money men take the reins gently from their hands and crowbar in a dozen tracks of arbitrarily selected angry shitrock. Even the mighty *THPS3* managed to make us sick of The Ace Of Spades by playing it every ten minutes. It's just not good enough, is it?

Music shouldn't be an afterthought, but an integral part of games. It alters our moods, makes us happy, involves us in the action – as best seen in the clever mixing and fading of *SSX Tricky*. It shouldn't just be an endlessly repeated backdrop irrelevant to the on-screen action. And it certainly doesn't have to be based on the hoodies sported by moody skate kids – as 360° king Dan's Lionel Richie fixation attests.

But enough of that, eh? Let's have a soothing game of *Stuntman*. "Let the bassline get ya! Three hundred pounds of pressure!" *Christ*.

PSM2'S MANIFESTO

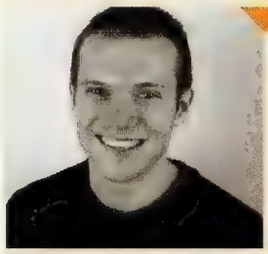
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Extreme Sports. Duuude
- **HAVING FUN WITH:** Mat Hoffman

Dan never got over the cancellation of Jamie And The Magic Torch – every helter-skelter promises a world of adventure, then leaves him sobbing on a hessian safety-mat at the bottom.

DAVID HARRISON

- **SPECIALIST IN:** Fighting, Driving, Football
- **NOT HAVING FUN WITH:** Sven's World Manager

Dave's got an unrelenting compulsion to frequent faux-Irish bars, drink watery Guinness and dance to the Wild Rover without moving his arms. Yes… he's got a craic habit. Hooo!

JONATHAN BRYANT

- **SPECIALIST IN:** Robots and Monsters
- **HAVING FUN WITH:** Dino Stalker

Most days, Jonnie just sits in the corner and whimpers as we think of 'funny' columns involving his name. Bryant Haystacks? Bryant's Causeway? One Bryant Leap? Hello?

RYAN BUTT

- **SPECIALIST IN:** Driving, natch
- **HAVING FUN WITH:** TOCA Race Driver

After consulting several leading psychics, it turns out that Ryan's the reincarnation of Genghis Khan. We always wondered about his unrelenting cruelty and taste for grapes.

DANIEL GRIFFITHS

- **SPECIALIST IN:** RPGs, Facial Grooming
- **HAVING FUN WITH:** Making music

Gritty Northern hardcase Dan is built like a brick shithouse. Literally. Keeps trailing mortar around the office – he's bloody murder to clean up after. Ha! See? Keep 'em coming…

TIM WEAVER

- **SPECIALIST IN:** Bank Robbery, Surfing
- **HAVING FUN WITH:** Transworld Surf

'Saturday Night' Weaver is stoic in his refusal to join the bi-monthly PSM2 game-stamp – something about his weak ankles, apparently. It's going to cost him friends.

JAMES WHITE

- **SPECIALIST IN:** Looking Cool
- **HAVING FUN WITH:** Legolas

We can't tell you what *exactly* James has been up to this month, but suffice to say – three steps to the right and you'd have seen an end to the papacy. His mum's *so* proud.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch…

PSM2, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

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We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

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PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
IMPACT POINT
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest, and arguably greatest, invention yet
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
MATCHER'S CHOICE
VERDICT
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HARD-HITTING シフモカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

›HONEST AND ACCURATE シフモカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

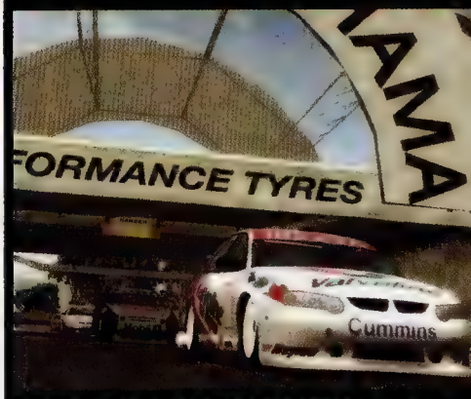
If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シフモカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

DON'T MISS THESE: PS2 REVIEWS



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REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK 23RD AUGUST

TOCA RACE D

"THE CREDENTIALS FOR *TOCA* PUT IT UP THERE WITH RACING

RIVER

BEHEMOTH, *GT3*'

With a storyline straight out of The Colbys, Codemasters' petrol-driven soap opera puts a new spin on the racing theme. But enough about that, is it better than *GT3*? **REVIEWER:** Ryan Butt

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Codemasters
- **PUBLISHER**
  Codemasters
- **GAME TYPE**
  Racing
- **PRICE**
  £39.99
- **EXTRAS**
  1-4 Players, DualShock 2, Memory Card, Multitap

DETAILS

- 42 licensed cars.
- 38 real racing circuits.
- 13 championships to compete in and conquer.
- Authentic crash and crumple car effects developed by the very latest Finite Element Modelling (FEM) damage technology. Crunchy!

Racing games, huh? Don't they just breed robots? Stony-faced, unflinching android gamers who sit transfixed by the finely-pixelled road contours, swaying slightly as they ride each bend and who only omit a microcosm of emotion (usually in the form of a solitary fist thrust skywards) when their souped-up Subaru romps home in yet another chequered flag victory. Hardly what PS2's Emotion Engine was designed for – but now Codemasters are attempting to redefine this most cold-blooded of gaming genres by injecting love, honour and – adopt a *Taggart*-style Scottish drawl – murder!

You instantly know you're in for a racing experience unlike any other from the opening cinematics that instantly start tugging on your heartstrings. It depicts an all-conquering track legend crashing, burning and dying under the distraught gaze of his two young sons. That man was Kyle McKane, the greatest touring car driver that ever lubed himself into racing leathers and, 15 years on, you assume the role of his youngest, Ryan, who's about to follow in his father's scorched tyre tracks.

WORTH A SHUNT: If they won't get out of your way, give them a light shunt to make them wobble, then force them off the road.

"YOU'LL INSTANTLY TAKE A DISLIKE TO RYAN MCKANE. THAT PATRONISING DEMEANOUR REMINDED US OF A YOUNG NICKY CAMPBELL"

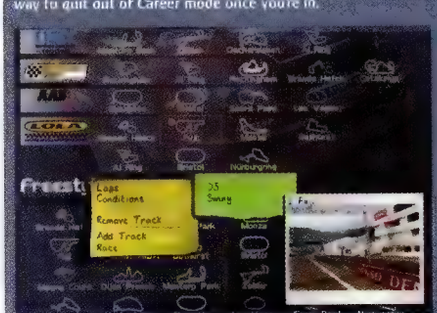
As a game character, you'll instantly take a dislike to young Ryan McKane. That spikey hair, those mad starry eyes, that arrogant swagger and bloody patronising demeanour all reminded us of a young Nicky Campbell. But as the game progresses and the story unfolds, you come to understand why he's so cocksure – and the arm that you initially want to swing at his smirking mug you'll want to place around his shoulders while whispering words of support. But there's a hell of a lot of racing to be done before you arrive at that plateau.

Starting a new game, you're plonked into Ryan's office HQ – there's no hint of a title screen, nor a prompt to 'press start' once the opening cutscene has been viewed. From this office you can tweak your game options, proceed through to an adjoining room marked 'Free Time' – whereby you can practice in Time Trial and Free Race modes and also set up a multi-player race – or kick-start your fledgling Career. This latter option is the main meat of the game and you start off by checking emails to see if any established racing team fancies hiring a moody, but nevertheless naturally skilled rookie such as yourself. As luck would have it there's such an ▶

DOOR BLIMEY: Swerve the side of your vehicle into a crash barrier and watch it crumple, complete with comedy flapping doors.

TRACKS OF MY CAREERS

As you progress through the championships, you'll unlock a dense pool of extra tracks and stylish new vehicles to race on them. These unlocked tracks (38 in all) can then be tested by up to four players in the multi-player mode, but you'll have to save and reset the machine because there's no way to quit out of Career mode once you're in.



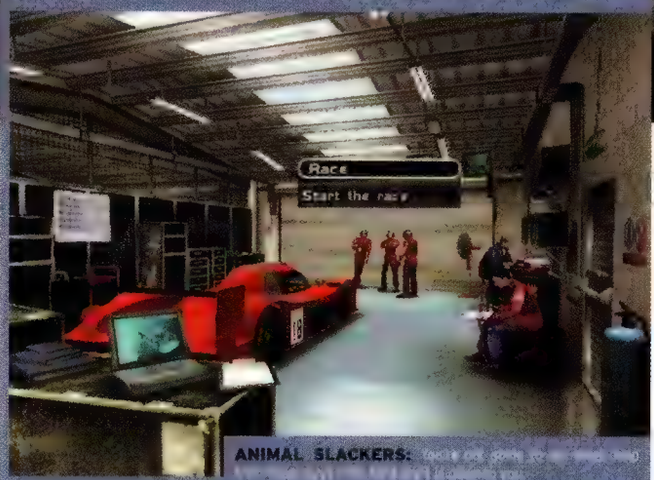
TRACK ACHE: Almost 40 tracks to choose from – and we still can't decide which is the best one. Nice layout, mind.

CAR WARS: Choosing your motor's a nerve-scratching experience too – with 42 real touring cars in the game, it's not easy.

THE NEED FOR SPEEDWAY: Racing around ovals is never rivetting, and an oval based in exotic Bristol will hardly get your heart racing. Still, at least it's harder to crash.

GREASE JUNKY

Each of the 12 licensed cars in TOCA Race Driver can be fully customised to suit different categories. If you feel the need to up the downforce and give yourself something a little extra in the suspension department, simply pay a visit to the garage and start mucking. You can then save your modified motor and try out your tamperings with a test drive. You'll also grow to admire the authentic sound-alike engine FX and presence in the background.



ANIMAL SLACKERS: You're not going to win many races with a standard set-up, so you'll need to tweak your motor to suit the track and your driving style. Fortunately, the game's garage is packed with options.

IN DA HOOD: Get under the bonnet and design your motor to your own specs, although you can't change the paint.

▶offer already awaiting your attention in your in-tray – all you've got to do is rip your way through a lap of Brands Hatch in under two minutes (not hard) and you're away chasing podium finishes in the first of many gruelling championship seasons.

INSIGHT

Each story sequence in the game lasts between 15 and 45 seconds, which was a conscious factor when creating them, to prevent players getting bored and skipping through them.

Your career begins with you finding your feet in the TOCA British Touring Car Championship, and by earning enough points there you'll qualify to race in the DTM (German Touring Car Championship), Australia's AVESCO V8 Supercars Championship and eight other subsequent leagues until you get a stab at legendary status in the Elite Championships. With each new racing tier comes hot new cars, and you'll be offered contracts to race such beasts as the Lotus Elise, Dodge Viper, AC Cobra 212, Eagle Talon and the Marcos LM 600 as you stride up the world rankings. Admittedly, with more circuits to tame than any other racing game (38 – from Monza in Italy to the Bristol Speedway) and 42 real cars, all of which can be totalled in spectacular fashion (you can almost hear the manufacturers wince as bumpers, doors and wheels fly off), the

TYRE-LESS EFFORT: Too many little accidents will result in your tyres being shredded or worse, the entire wheel breaking off.

"ALL YOU'VE GOT TO DO IS RIP YOUR WAY THROUGH A LAP OF BRANDS HATCH IN UNDER TWO MINUTES (NOT HARD) AND YOU'RE AWAY"

WHEEL PAIN IN THE ASS: Marvel at the way in which your whole bonnet crumples when collisions occur.

STEER CLEAR: Aside from working dials and flapping arms, there is little incentive to race from the in-car view.

SUN – OUR EYES! Driving into direct sunlight is as perilous as it is in real and you'll be squinting all the way to the next bend.

BOXCAR SILLY: Somewhat alarmingly, some of the cars look like they were fashioned out of cardboard boxes.

TOCA THE DEVIL

From the hairy hero to the sinister don, every cast member of *TOCA Race Driver* is straight from the Tinseltown template. Here's a rundown of the main players – and we didn't even get a chance to mention the mount Scot and the Bi-French strumpet.

THE HERO:

THE LOVE INTEREST:

THE MENTOR:

THE VILLAIN:

THE SIDEKICK:

THE DON:

THE REPORTER:

THE BROTHER:

"FOR EVERYTHING THE GAME DOES RIGHT, IT NEVER QUITE ASPIRES TO GREATNESS WHERE IT MATTERS – ON THE TRACK..."

credentials for *TOCA Race Driver* put it right up there with racing behemoth, *GT3: A-Spec*. On paper at least. However, for everything *TOCA Race Driver* does right (which we'll come to in a minute), it never quite aspires to greatness where it really matters – on the track.

DAYS OF CHUNDER

For a start the races just look bland. The cars appear flat and a little chunky, and the backdrops are generally dull and devoid of any of the rich textures and light sourcing that helped make *GT3* the people's choice. Also, there's precious little atmosphere generated by the spectators – at least we assume that the technicolour vomit that's been smeared all over the stands is supposed to be spectators...

Aside from the disappointing visuals, the first real stumbling block is encountered in the handling of the cars, in particular when trying to gauge the braking distances while hurtling towards a hairpin. Brake when your instincts tell you to and you'll slow to a crawl almost instantly and are forced to actually accelerate again before you reach the corner. Whereas leaving it a fraction too late will send you gliding straight into the gravel pit, upon which your wheels will lock and you'll be forced into an unstoppable crash course to oblivion with a car-mangling barrier. ▶

IMPACT POINT

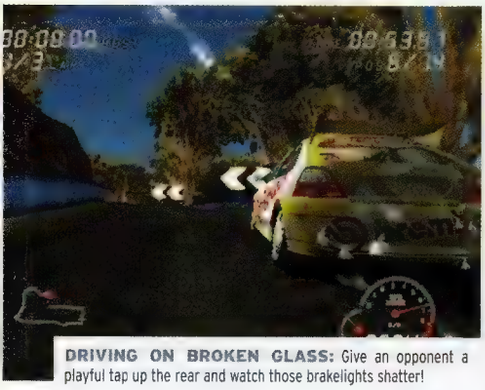
The opening scene here depicts the fatal accident that cost Ryans legendary Pa his life. It's the kind of face-slapping opening that you'll not forget in a hurry.

STEERING HEAT: Aha, the in-car view – the perspective we always use. Although you'll need to be a brave man to use it in *TOCA*.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

YOU'RE THE PLATE-EST: Once you grasp the unforgiving car handling, you'll soon start winning things...



DRIVING ON BROKEN GLASS: Give an opponent a playful tap up the rear and watch those brakelights shatter!

SKID ROCK: The handling of the cars is crisp enough - provided you don't rock the boat by touching that damn handbrake.

JUST TO MOCAP

To achieve a high standard of animation in the story-telling cut-scenes, Codies have utilised the very latest Motion capture technology. Each scene was recorded using five actors and their movements were captured using a 16 camera Motion Analysis system which was used in the production of Final Fantasy: The Spirits Within. Also, to improve lip synching, the dialogue was recorded at the same time to give the actors added thought.

WIRE YOU DOING THIS?

YOU LIKE RENDERFUL:

RIVAL KILMER: Arrows indicate where the cars behind are approaching, so you can swerve and cut them up accordingly.

VIEW WANT SOME? There are four different racing perspectives, but, oddly enough, the external view proves the most effective.

SPINS AND NEEDLES: Take a corner too slow and the ruthless opposition behind are likely to run you off the road.

▶Your cause isn't helped by the on-screen map either. For some reason this visual guide graciously divulges which way the next bend is heading, but neglects to let you know there's a life-threatening chicane just before it. One spectacular wipe-out later and you've gone from first to last place in seconds – time to reach for that SoothShock 2 (see Last Laugh, pg130) before you do some real damage

CORNER'S REPORT

The most unfathomable aspect of all concerning the races, though, is the way in which you think you've got a winning cornering strategy sussed, only for it to not even remotely work on the next track – despite the surface and weather conditions being near identical. Not wanting to kill too much speed on the more mellow of bends, we opted to tap the handbrake to help slide the back end out before accelerating hard on the apex. Which worked just fine at Silverstone. But when the same strategy was applied at Donington, we spun out worse than an acid-laced hippy at a Hendrix concert. Grrr.

So much negativity, then – but if this review is coming across a little harsh then that's only because *TOCA Race Driver* failed to meet

INSIGHT

The movie-style theme of *TOCA Race Driver* is underlined by the huge team of 58 that worked on it, and the £3 million blown in the process.

MIDNIGHT TOCA: Despite the cool effects - like the exhaust kick-back pictured here - *TOCA Race Driver* just doesn't have the sleek interior of *GT3*...

IMPACT POINT

At the moment of impact for you? See how your once-gleaming MG ZR Turbo rolls, crumples and starts haemorrhaging chunks of twisted metal when it takes a corner too sharply and is set upon by the pile-screaming vehicles behind. Wheep.

"IF WE SLIP ON THE BLINKERS AND ERASE ITS STIFF COMPETITION FROM OUR MINDS, THE GAME WORKS WELL ON SO MANY LEVELS"

our high expectations built around its PSone forebears (this is actually the fourth game in a hugely successful series). If we slip on the blinkers and erase its stiff competition from our minds, the game works well on so many levels.

By incorporating a story, you actually have an added reason to race, other than the allure of virtual, financial rewards. Depending on your race results, new cut-scenes kick in that move the plot along, introducing new characters and twists that ultimately affect the outcome. The lavish quality of these cinematics make them highly watchable and the desire to see more will drive you on when the monotony of the racing alone starts to kick in.

BRAIN MAN

Much has been made of the AI in this game and fist-clenching optimists have been holding out hope that this is the one department where *TOCA* can truly crush *GT3* – thankfully, it succeeds. The way in which the CPU cars react to your movements is no longer laughably retarded. The opposition can be seen to swerve around you, cut you up and cynically shunt you off the road. Their foul-play isn't just reserved for you either as they pile up amongst themselves, often allowing you to cruise to an easy victory in the process.

The other big hold this game has over *GT3* is, of course, the car damage, and these hot-off-the-production-line dream machines certainly aren't shy about shedding a few layers when circumstances permit. Bumpers are torn off, windows get shattered and even the odd wheel can be seen bouncing off crowd-wards after a particularly vicious prang.

Sadly though, that's your lot. Despite all the tracks, cars, crashes and cut-scenes, *TOCA Race Driver* just doesn't have the all-round playability that *GT3* has in fleet. No amount of stylish story-telling can persuade you otherwise... PSM2

TOCA Race Driver will be causing a pile-up in your local games store on 23rd August.

DUTCH SCRAP: When those cars pile up, debris is strewn onto the track - brilliantly, it remains there for the duration of the race.

ONLY HUMAN: It's refreshing to see that the CPU cars are prone to mistakes as well, which makes for a much more even race.

STIRLING'S CHOICE

1 **GRAN TURISMO 3**
Still by far the best all-round racing game on PS2 and at a cheaper price, too.

2 **TOCA RACE DRIVER**
The RPG undertones give fresh new depth to mindless racing games, but it never ignites that magic spark on the track.

3 **V-RALLY 3**
Includes a similar Career mode set-up, but the cars handle like Christine when driven by a priest.

PSM2 VERDICT

GAMEPLAY
+ You instantly become immersed in the engaging plot.
- Mastering the car handling takes a lot longer than usual.

GRAPHICS
+ The intermittent cut-scenes are of exceptional quality.
- The cars look a little flat and the replays lack pace.

SOUND
+ Film-quality soundtrack used subtly and effectively...
- ...but it would be nice to hear more of all the songs in question.

LIFESPAN
+ With 13 championships, you'll not complete it any time soon.
- The danger is you'll get bored and just turn it off.

OVERALL
***TOCA* attempts to put a fresh new spin on the driving scene, but the racing itself never really takes off.**

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SPUN-OUT

LORD OF THE WINGS: You've got no choice but to stare sky-wards with these pteranodons.

OUT UK 30 AUGUST

DINO STALKER

Can Capcom pull their lightgun legacy round? Look at the score...

REVIEWER: Mr Bryant

Gambling, F1 racing... lightgun games. See the link? High cost, low return. If you haven't already bought a G-Con 2, be warned. You should *seriously* be into blasting the crap out of stuff on screen with a costly lump of blue plastic. True, we've seen games that have attempted to restructure this experience. *Endgame* did its best to pull some weird post-modern 'game within a game' twists recently, while extending its appeal by being one of the lengthiest blasters out there. Ultimately, it failed because it just didn't have the addictive gameplay needed to back up the few clever innovations it displayed.

Which brings us to Capcom's shoddy output in this department to date. Once PSM2 believed that the *Gun Survivor* games were an attempt to move away from the rendered backdrops of the *Resi* series and construct a 3D engine which could transport the thrills, chills and zombie pasting into a first-person environment. Two pitiful attempts later and we're not convinced. So, here we are now, looking at their latest offering and wondering if it really will be third time lucky.

Let's be honest, controls have always been the downfall for Capcom's half-way-houses between FPS and traditional trigger twitchers. With *Dino Stalker* though, they seem to have finally realised that the hand holds the G-con differently to the DualShock 2. Movement is dictated by the D-pad on the back, strafing by the A/B buttons and weapons selection by the C button. Everything's designed to allow you to have a wander while swatting anything with a tail – although its still easier to use a DualShock 2.

So it's not controls that have got us down this time. Instead it's exploration shackled by clock watching. As the eight stages unfold, you're forced to keep the game clock topped up by bagging time crystals. And it's here that the

HORN BLOWER: Like two faithful lap dogs, the Carnotauruses tend to follow you wherever you go.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** First-Person Shooter
- **PRICE** £39.99
- **ESSENTIALS** G-Con 2, Memory Card, DualShock 2

DETAILS

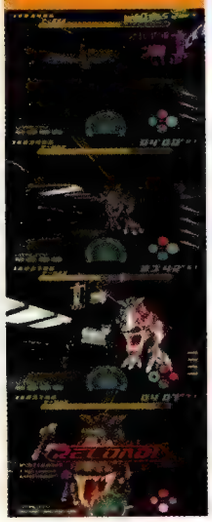
- Eight stages that vary between free-roaming and chase sequences.
- 17 special weapons.
- Sniper mode for some pin-point take downs if your game time allows.
- A combo scoring system that effectively encourages accuracy and one-hit kills.

INSIGHT

With no sign of *Dino Crisis* as yet, those looking for reptile bloodshed will have to make do with this until *Turok: Evolution* arrives.

IMPACT POINT

One of the most satisfying sections is being chased through the shadowed streets of an undisclosed city. As old fang-face pegs it after you, neon signs spark and explode around his head while the vibrators in the pad go into overdrive



FIGHT-A-KITE: Pteranodons. Gobs like pelicans, but with a passion for long pig rather than fish.

freedom to explore gets stuffed into a sweaty cagoule pocket.

You need a full clock to deal with the boss encounters and the only way to amass seconds is to nip through the free-roaming areas as quickly as you can. Which is a tragedy, as there are some attractive landscapes that can be opened even further with a spot of selective pruning.

Another annoying consequence of the countdown is the redundancy of the sniper rifle. Shooting from range should be a cool, calculated affair. With *Dino Stalker* it's an under-used gimmick that's forgotten as you opt for fat boys like the rocket launcher. There's also a camera that forces your perspective into different zones depending on your target. Get attacked by Pteranodons and your eyes shoot to the sky. Try crossing a bridge at the same time and you fall off. What's going on here then? Why not allow you to look up and down as well? Answer: you're playing with a peripheral that has seven fewer buttons and no analogue stick. A right couple of sickeners, but at least there are just enough sweet touches to make you want to invest the time needed to complete the game. Which is about two hours.

There's a range of weapons all with different benefits – the laser's great for dealing with grouped dinos but is sluggish to recharge. There are loads of chase sequences, and there's a reasonably involving storyline – although you do have to suspend your disbelief when it comes to the dinosaur relocation bollocks.

But what do you want from a lightgun game?

BATTERY CHARGER: The Triceratops doesn't actually attack you, he just knocks barrels in your direction.

CHASING GAMEY

***Dino Stalker*'s gameplay breaks down into three categories. The free-roaming exploration – which is by far the best element – the boss battles, and the forced, into-the-screen pursuits. The first of these sees you speeding across a prehistoric water system in a dinghy. The second has you fleeing the attentions of the terrifying T-Rex (see Impact Point). Both of these make aiming an absolute nightmare, but the level of tension they generate more than makes up for the bastard controls.**

If you want something that's more FPS, buy *Half-Life*. If you want a pure shooter then you'll still find the controls cumbersome. But, if you own a G-Con 2 *and* you want to rattle off a few rounds against our ancient lizard kin, then you'll find some amusement here – even if the rest of us still think you've got more money than sense. **PSM2**

Tape up those fingers – Dino Stalker's out in two weeks' time

TRIPLE BOSS: Trinity's a super-brainy Raptor with a gang of mean-mouthed mates.

FLINTSTONE'S CHOICE

1. **TIME CRISIS 2**
   No lightgun game has ever broken the 80% barrier but this, due to its gameplay, has come the closest.
2. **SILENT SCOPE 2**
   One of the best ports of an arcade blaster we've seen.
3. **DINO STALKER**
   Not as bad as some... We only hope Capcom decide whether they want to do lightgun or FPS and concentrate on getting it right.

PSM2 VERDICT

GAMEPLAY
+ The exploration does add something special to the gunplay.
- But there's just not enough of it in there.

GRAPHICS
+ The ten species of dino all look suitably menacing.
- Some weirdness when the dragonflies flutter into view.

SOUND
+ The roars of the bigger lizards really get your hackles up.
- The Flamenco that accompanies the boss battles. Wrong.

LIFESPAN
+ Go for S rating on hard and you might get your money's worth.
- Two hours of fun for £39.99. Do the math.

OVERALL
Capcom's best lightgun game yet, but it's still too lumbering. One day they'll make a decent *Resi* FPS and we'll look back on this and laugh.

58

ENDANGERED

OUT UK now

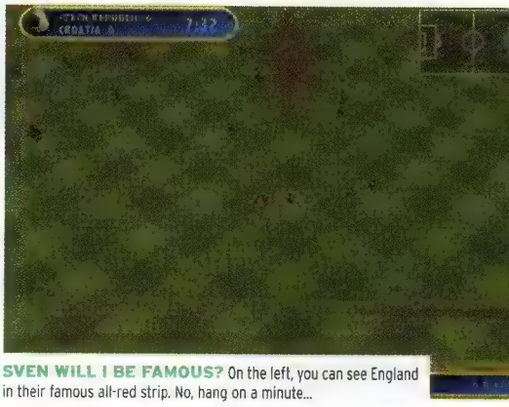
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Anco
- **PUBLISHER** 3DO
- **GAME TYPE** Sports
- **PRICE** £15
- **ESSENTIALS** Joypad, memory card

DETAILS

- Four competitions, including World Cup.
- 204 countries.
- Squads of 23.
- Complete absence of any recognisable players at all. Or their strips, to be honest. Or a real football.

GORAN, GORAN, GONE: Oof! Feel the excitement, eh? Maybe the keeper'll fumble it and we'll get one of those 'goal' things.



SVEN WILL I BE FAMOUS? On the left, you can see England in their famous all-red strip. No, hang on a minute...

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE

Forget about Heskey on the left – this is officially Sven's worst decision, ever.

REVIEWER: Dave Harrison

This game makes us very, very angry indeed. There's so much wrong with it that it really pokes the bear. Actually, it doesn't so much poke the bear, as steals its cub, skins it, turns it into a hat and dances with the hat on, laughing at the bear.

For starters, it came out in the shops before we were sent review code. Secondly, it plunges such new depths in poor development that it's difficult to recognise what shade of crap it's supposed to be. Lastly, its only selling point is that it's been endorsed by a football celeb. It's like everything that is rotten about games neatly tucked into a small parcel and shipped to the shops.

What we expect from today's football sims is a fast moving, detailed recreation of the beautiful game with recognisable players, stadiums and competitions. Instead, what you get with *World Cup Challenge* is 22 limbed specks, rolling round a green patch after another speck which we can only guess must be the ball.

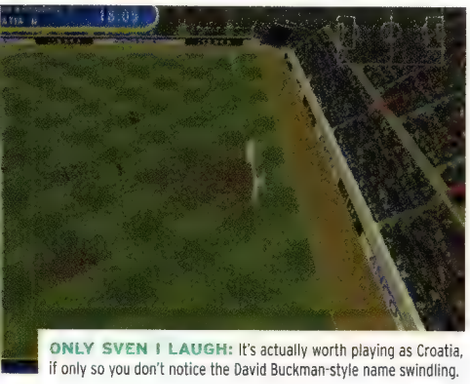
As for gameplay, well – it's never going to help when the players can't trap the ball and instead nuzzle it along in front of them making it impossible to turn, shoot or cross. When you do finally get it under your spell, you have to walk it into the net – as you can only shoot in the exact direction you're facing.

The remedial gameplay is then somehow matched by the piss-poor presentation. There are no real names used in this game. The England team is made up of names plucked from a school register, they don't look like any real player and even the kits are wrong. Then everything happens in realtime. The players line up up for the anthems, go to their positions, *and* get substituted in realtime. And you can't skip any of it, you have to sit there and watch. It takes the best part of a minute for one substitution...

But we're not angry, mainly as we can't think of anyone we should be angry at. If you cornered the development team you'd know they'd probably put their hands up and admit that *World Cup Challenge* is dire. Even if you met Sven, there's a good chance he'd let you know that he's a big *FIFA* fan and so has no idea what makes a good football game. Also, as he often gets pictures of his holiday antics published in the national press, he deserves the chance to exploit his UK fame to earn a couple of quid.

Which means there's only one person you can blame and that's yourself, if you're daft enough to buy this, because this isn't a PlayStation2 game we ever want to play again. In fact, we've destroyed our copy. **PSM2**

WCC is already taking up valuable shelf space



ONLY SVEN I LAUGH: It's actually worth playing as Croatia, if only so you don't notice the David Buckman-style name swindling.

INSIGHT

- 'Leadership, the Sven Goran Eriksson Way' has just been published, which explains how Sven's managerial style can be used in business. So expect to see a 4-4-2 formation in offices across the country.

NANCY'S CHOICE

1. **WINNING ELEVEN SIX** Another blessing from Konami that manages to make *Pro Evo* look silly.
2. **2002 FIFA WORLD CUP** Turns a team sport into the individual sprint.
3. **SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE** A shocker. Just don't.

PSM2 VERDICT

GAMEPLAY
+ Yeah, right.
- Struggles to recreate any of the basics

GRAPHICS
+ Each half of the pitch is the same size.
- Hardly recognisable as football. Might be polo...

SOUND
+ There's no Terry Butcher or Jonathan Pierce.
- No commentary, just a general crowd hiss.

LIFESPAN
+ It takes a long time to load.
- You'll get bored taking it out of the box.

OVERALL
A true Sviolation. Worthy of a Svending off. Just don't go anywhere near this donkey – it absolutely Svinks.

08

FOUL

Mountain Biking UK® MAGAZINE

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AUGUST ISSUE ON SALE NOW!

MEN IN CRAP: On a Manhattan street, Agent K uses a smart bomb out of sheer boredom.

OUT UK NOW

MEN IN BLACK 2: ALIEN ESCAPE

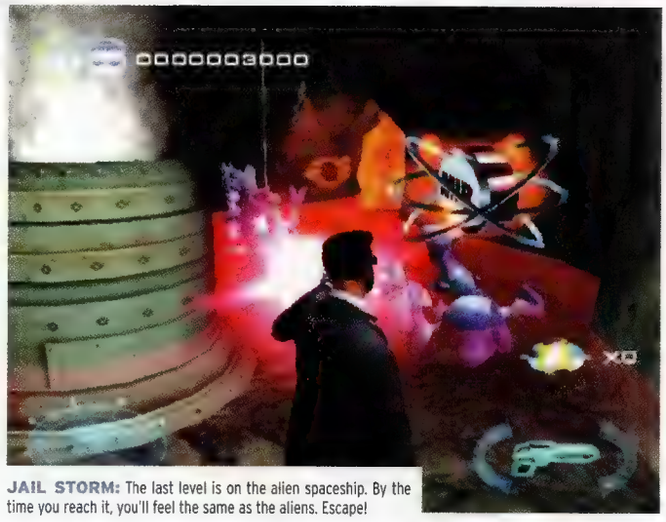
Protecting the PlayStation2 from the scum of the film licence universe.

REVIEWER: Dan Curley

Mischievous aliens have sprung their cage and surely there can be only one course of action: send in the Fresh Prince with a massive plastic gun and watch him go on the rampage, turning them all into goo. With the new Men In Black 2 film currently filling cinema seats nationwide and getting more press coverage than a medium-sized war, there couldn't be a more fitting time to release a game about the ebony-clothed fellas. From a corporate banker's point of view, that is.

MIB2's a *Max Payne*-style third-person shooter where you take the roles of Agent J and K, and lay waste to hoards of alien vermin. The story doesn't have a damn thing to do with the movie: a huge spaceship has been discovered on the sea-bed, which turns out to be a prison ship that crashed 30 years ago. Problem is, instead of finding a watery alien grave, the ship is deserted, and that means the passengers (all evil inter-galactic gangsters, naturally) are roaming free without earth passports. Bang out of order.

It's your job to track them down and rub them out. At the start of each chapter you'll get to choose which agent to play as, then after Agent Z serves up your mission orders you dive straight into the action. The level structure is as simple as Simon. Each chapter is broken into



JAIL STORM: The last level is on the alien spaceship. By the time you reach it, you'll feel the same as the aliens. Escape!

"THIS ISN'T A NEXT GEN FEAST, IT'S A CUSTARD TART WITH A BOW-TIE ON TOP. TIPPEX IT OFF YOUR SHOPPING LIST"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Melbourne House
- **PUBLISHER** Infogrames
- **GAME TYPE** Third-person shooter
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS

- Five chapters, including the docks, the streets of Manhattan and an alien spaceship.
- Five modes of play: Mission, Training, Bosses, Time challenge and Survival.
- 16 weapons, five main tools each with three power levels and a smart bomb.

IMPACT POINT

The game opens with this cutscene showing you how it all came about. It's a bit like The Thing, only the aliens aren't quite so appalling. Or smart.

DOCK HEAD: The first mission is the Docks level. Greedy gangsters have been dealing illegal weapons. So what?

sub-levels, and each of those is a series of zones which are blockaded with a piece of level scenery. Once you've laid waste to all the enemies within the zone, the barricade breaks up and you can progress onwards. There's no flicking a switch to open a door, or grabbing a key from the last bad guy's corpse, the barrier just disappears – a bit cheap and nasty, really.

The mission mode is set over five chapters, seeing you start off on the docks and end up on the alien prison ship. The levels are drenched in minion-aliens which just keep materialising out of thin air. Most are pretty much brain-dead in their AI as they stagger back and forth, aimlessly shooting, providing easy bullet-fodder. Others have slightly more advanced methods of combat, like a defence shield flashing on and off (which is when you shoot, naturally). It's all incredibly basic stuff and doesn't ask anything from the player but for a bit of circling while hammering away at the fire button. Even the energy power-ups, which are frequent in their numbers, are placed at regular intervals, so the level designers didn't have to worry about scenes based on skill. There ain't no bullet ballets here, it's chunky cumbersome rapid firing of the space shooter while jigging left and right a lot. Which is old and unforgivably tiresome.

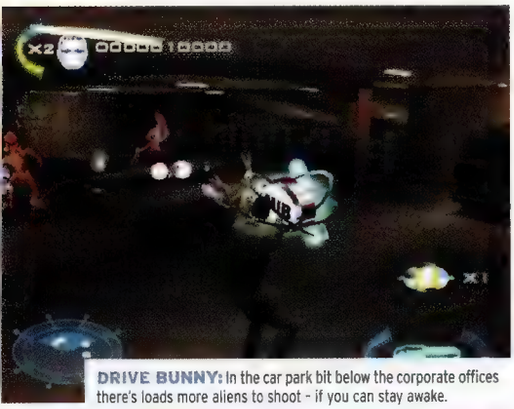
INSIGHT

Even though the 1997 film grossed over $200 million, Men In Black started out as a comic book that got canned after six issues for selling next to naff-all.

Your weapons have three levels of power, each step up achieved by collecting an icon. Your single shot laser gun will then shoot three ways and then five ways. Take a hit, and as well as the obvious energy loss, you'll also drop a step in weapon power. The icon itself actually pops out from your suit and sits there giving you a brief chance to pick it back up.

Men In Black is as standard as a £70 VHS recorder. The gameplay is utterly unsatisfying. Popping away at featureless aliens isn't funny *or* scary – and the control makes play truly laborious. The turning feels clunky and doesn't allow for smooth, rhythmic play, and the AI on the baddies is atrocious – they just multiply in number and take more hits before they cark it as the levels progress (for which more weapons counter), rather than improve in intelligence and demand fresh tactics. This isn't a next gen feast, it's a custard tart with a bow-tie on top. Tippex it off your shopping list today. **PSM2**

If you really must, MIB2 is available now



DRIVE BUNNY: In the car park bit below the corporate offices there's loads more aliens to shoot - if you can stay awake.

BLUE ROLL: This weapon creates a ball of plazma that hurts aliens standing within it. As intense as jumping in a puddle.

A MAN IN BLACK

You can change between the two agents at the start of each level, the idea being that they have different attributes, so it supposedly lends a tactical edge to the game. Will Smith moves a touch quicker (being a fit young lad) and Tommy Lee Jones has a slightly bigger power bar (being older and wiser...). It's immediately obvious that they're not hugely different and, to be honest, it makes sod-all difference who you play as. Their slightly different weapons are really nothing more than an artist's lash of the paintbrush, and they each utter their own different quips from the film. Way too often.

AGENT'S CHOICE

1 **MAX PAYNE**
Top cop action with lots of psycho gangsters. Nice and grimy and No.1 on our playlist.

2 **HEADHUNTER**
Fairly decent futuristic bounty hunter game.

3 **MIB2: ALIEN ESCAPE**
A quick cash churnout where the characters dress in black. Remember that.

PSM2 VERDICT

GAMEPLAY
+ Lots of shooting at aliens and easy-to-follow level designs.
- Samey and monotonous action quickly becomes a chore.

GRAPHICS
+ The cut-scenes are OK, reasonable variety between chapters.
- PS2? More like PS1.3. As crisp as porridge.

SOUND
+ Some background music gives it a slight flavour of the film
- Criminal repetition of the agents' samples.

LIFESPAN
+ A few modes of play give it a bit of life.
- Five chapters? Come on now, it's 2002!

OVERALL
A fairly rough shoot-em-up that does absolutely nothing new and relies too much on cheap film references.

42

BOYS IN BROWN

KARMA GILES: Note the Karma meter – clout other surfers and you'll suffer for it.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Angel Studios
- **PUBLISHER** Infogrames
- **GAME TYPE** Surfing
- **PRICE** £39.99
- **ESSENTIALS** Memory Card, Dual Shock2

DETAILS
- 13 surfing pros including Taj Burrow and Taylor Knox.
- Nine surf sites, including Australia and Hawaii.
- Shark attacks.
- Sponsored by Billabong and Quiksilver.

OUT UK now

TRANSWORLD SURF

Catch some waves and make like Patrick Swayze in Angel Studios' briny offering.

REVIEWER: Tim Weaver

PS2's *so close* to having water nailed. Spray effects? Easy. Rain? No problem. Rippling, shimmering, iridescent pools of brine? Just look at *Splashdown*. Trouble is, up until now, no one seems to have really nailed the job of creating a multi-surfaced, living, breathing, *moving* mass. And Angel, the codeshop behind *Transworld Surf*, aren't about to start – but they are, at least, halfway there.

Transworld Surf features a believable sea, with unpredictable and surprising movement patterns. It's a neat achievement. Trouble is, it doesn't surprise you *enough*. There's breaks – just not enough. The surfable landscape is big – just not big enough. There's moves, combos and tricks – just not enough of them. You can see the pattern: *Transworld Surf* has bags of potential – it's much more than '*Tony Hawk*'s on water', but it's also much less than the sum of its parts.

The Career mode is interesting, combining challenges such as dolphin-rescuing (it *is* good, honest) with more straightforward skills-based play. The further you go, the more you unlock, with ten courses and faster boards up for grabs, the latter becoming especially necessary the more hours you put in. Locations are relatively diverse, asking different questions of you, but it's the change in time that really affects your performance: day and evening surfing throws up day and evening breaks – one an introductory outing, the other the mother of all waves.

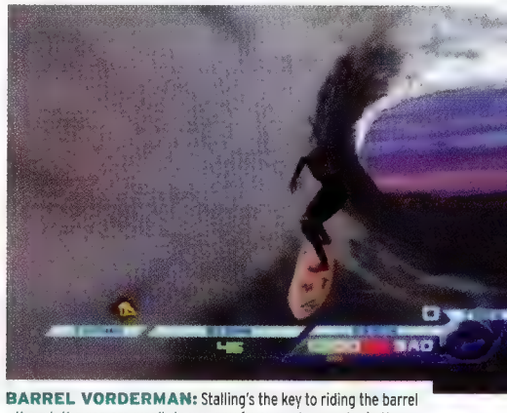
Master the evening breaks and you're well on the way to success, though it's not only the H^2O you'll be contending with. The controls are odd, seemingly inversed, which means split-second decision-making often ends up being replaced by an arse-first visit to a watery grave. Not what you're after when you're – in the words of surfer, Fred Patacchia – "trying to impress the babes".

Regardless of this, *Transworld Surf* is still surprisingly good fun, with the main game supported by the welcome addition of a Free Surf mode, and there's videos and background detail should you wish to grab an insight into, say, Rochelle Ballard's 'surfing philosophy'. More importantly, for the inevitable sequel this bodes well, as long as there's more of everything and they keep working on that sea. **PSM2**

Already making waves in a store near you.

TIDE OPEN SPACE: Don't fret - wipe out, and the friendly reef-girl's full of compliments as she tows you to your next preferred wave.

INSIGHT
- Developers Angel Studios were also the team behind the *Smuggler's Run* games.
- The most famous surfer of them all, US 'heart-throb' Kelly Slater, is currently being slapped into a disc by coders Treyarch. *Kelly Slater's Pro Surfer* will be out in the autumn.



BARREL VORDERMAN: Stalling's the key to riding the barrel - though the camera won't do you any favours when you're in there.

EXTREMIST'S CHOICE
1. **TONY HAWK'S PRO SKATER 3** The original and still the best. It has great levels, stacks to grind and tidy little secrets.
2. **TRANSWORLD SURF** Room for improvement, but still an enjoyable break-burning sports game.
3. **JONNY MOSELEY MAD TRIX** Right, Jonny Moseley, right, he's got these, like, 'mad trix'. Crap.

PSM2 VERDICT

GAMEPLAY
+ Intelligent and unpredictable. The most convincing water yet.
- Not enough tricks, and the levels don't offer enough freedom.

GRAPHICS
+ Realistic-ish water, good-looking locales, slick animation.
- The water still seems solid – where's the transparency effects?

SOUND
+ Being told that you're "so hot" by some woman. Not unpleasant.
- Rubbish nu-metal soundtrack that's on constant repeat.

LIFESPAN
+ Probably 30-odd hours to break the back of everything.
- Probably about a sixth of that to see the really good bits.

OVERALL
Still a bit to do to creep into must-have territory, but a convincing first attempt at making surfing a digital delicacy.

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GIMME A BREAK

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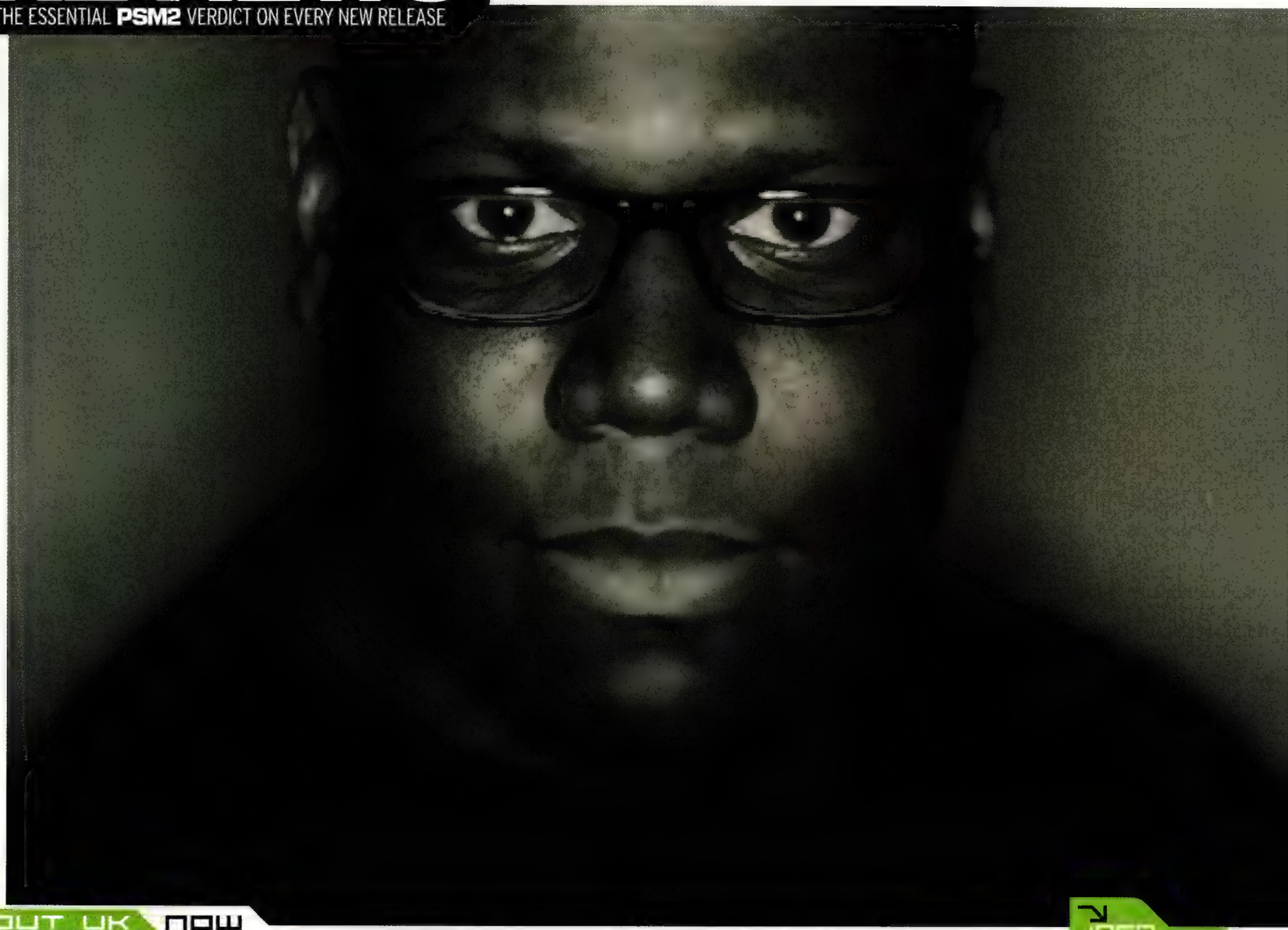


OUT UK now

EJAY CLUBWORLD

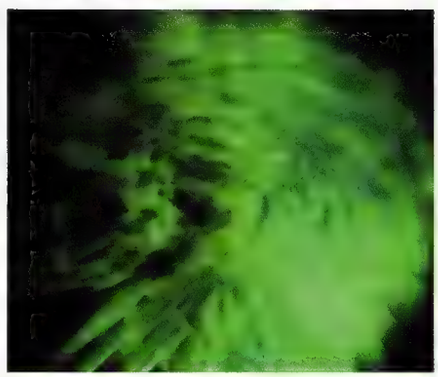
The music maker with more in the mix than a kitchen full of Kenwood Chefs.

REVIEWER: Michael Storey

They might not have *Metal Gear Solid 2* or *Final Fantasy 10*, but when it comes to dance music creation, PC users have been stealing a march on their PS2-owning peers for years now, bobbing their be-headphoned noggins as they used the likes of *eJay* to knock out top 'choonz' in their bedrooms. But the times, as they say, are a-changin', and now it's the turn of us lucky PS2 owners to spin the console wheels of steel.

In the past, *eJay* software has traditionally focussed on one style of dance music (*Hip-hop eJay, Dance eJay, Drum 'n' Bass eJay*...), but for its first foray on PS2, developers UDS have chosen to mix 'n' match styles, and it's all the better for this. Instead of being limited to one genre, *Clubworld* gives you the chance to tootle between stürming Deutsch-techno, disco biscuit-fuelled Ibeetha trance, wised-up all-nite hip-hop in Brooklyn and a whole load of other musical styles that your grandad would just gurn at. In total, eight different types of dance music are featured, with each music style being represented by a famous club, and each with its own ambience and history, including Ibiza's Amnesia, London's The End and Frankfurt's U 60311. You even get cheery DJ legend and off-duty Marcellus Wallace lookalike Carl Cox showing you the ropes – who could ask for more?

So, how does it all work? Well, if you've never used anything like this before, we recommend the tutorial, which provides the newcomer a thorough



LEAST FOR THE EYES: The 3D animator is the only real disappointment, being a cross between an iffy Amiga screensaver and an Adamski video, circa 1991.

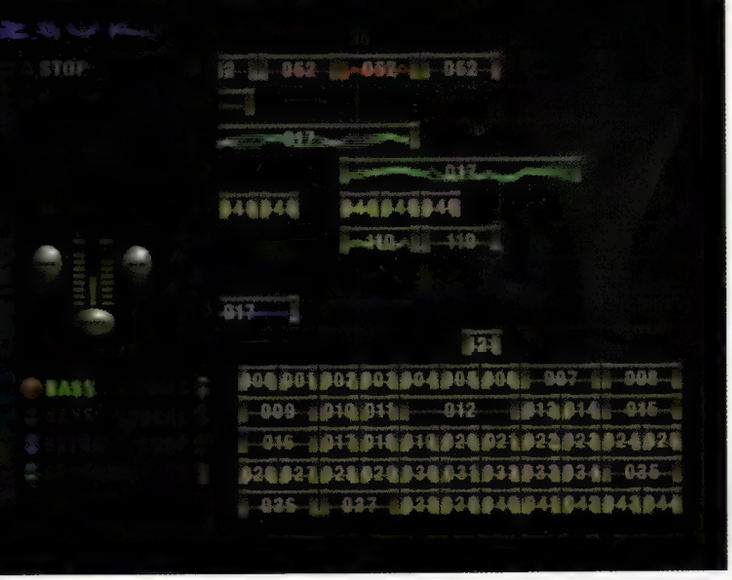
"EIGHT DIFFERENT TYPES OF DANCE MUSIC ARE FEATURED, EACH MUSIC STYLE BEING REPRESENTED BY A FAMOUS CLUB"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** UDS
- **PUBLISHER** Empire Interactive
- **GAME TYPE** Music making
- **PRICE** £39.99
- **ESSENTIALS** Multitap, 1-4 players

DETAILS

- Features eight different types of dance music styles.
- Over 10,000 samples.
- The tutorial features the talents of three-deck super-DJ Carl Cox.
- Get your mates round for four-player jam sessions.



BEAT 'DIS! You'll find you become au fait with *eJay* extremely quickly - you can knock out a half-decent tune in an hour. Half-decent, mind...

SCRATCH OF THE DAY

Ever fancied yourself as a Beastie Boy for the 21st century? 'Course you have. Lucky, then, that there's a cracking scratch mode for rubber-wristed mixmasters to drop in a few of their favourite samples on the fly. Whu-whu-whuuuuu-wonderful.

INSIGHT

■ Carl Cox, international club superstar, *eJay's* resident DJ and cover model for this review, became famous for using three decks to mix with. Show-off.

grounding in the basics. After this, it's pretty easy to rattle off a track in about 15 minutes, especially if you use the preset tracks provided.

To lay down a track, just enter one of the clubs and select the Arranger option, with each club featuring graphics and samples to suit the style you're working in. To include a particular sound, just select it from the samples menu, and drop it where you want it to appear in the track. It's that simple. Lay down your beat, then build up layers of bass, keyboards, samples, effects and so on until you're satisfied. Then just save it, trundle over to the eJay Jukebox screen, select your new opus and listen to your heart's content.

For more advanced music makers, there's also the facility to create your own samples, which opens up the scope for improvisation a thousandfold. If you're feeling particularly up for it at this point, there's also a 3D music animator, so you can put some visuals to your meisterwork. Sadly, it's a bit short on originality, with the eye candy reminiscent of one of those old dance mix

JOCKEY CLUB: *eJay Club World* makes a big show about the famous global dance clubs featured in the software, such as Singapore's Zouk and Cox's The End in London.

DJ MAX: The Arranger mode is where aspiring DJs will end up spending most of their time, laying down the basics of their soon-to-be immortal grooves. That's the plan, anyway.

"WE RECKON ANYONE CAN KNOCK OUT SOMETHING WHICH SOUNDS RESPECTABLE WITHIN AN HOUR OF BUNGING THE DISC IN"

videos where you had to don a pair of 3D glasses to watch spheres whistling towards you along a glistening tunnel. Still, that's a minor grumble.

There's also a great multi-player jam mode, where up to four wannabe DJ Shadows get to hunker down together and tap out some essential mixes by assigning different sounds to buttons on the keypad. Although sometimes it can end up being a tad repetitive if there's just you knocking out the mix, if there are more people pitching in, the results can be hugely rewarding and suprisingly varied.

Making music with *eJay Clubworld* is an absolute piece of piss – we reckon anyone can knock out something which sounds respectable within an hour of bunging the disc in the machine, and it's all onwards and upwards from there.

Although it's not quite as accessible or as lighthearted as *MTV Music Generator*, it will probably have a greater appeal for the more serious amateur DJ wannabe rather than the casual music-maker. We love it for offering us the chance to have a go and create something special of our own. Go on, put down your Eminem CD for a mo, and give this a whirl – it's more rewarding than finding lost kittens. **PSM2**

eJay is in stores right now. Check it out.

PHAT CONTROLLER: One of the smart touches is the way you can configure the pad so your favourite sounds are at hand - or finger - at the touch of a button.

SQUARE DANCE: In the Jam mode, you assign sounds to keypad buttons.

COXY'S CHOICE

1 **MTV MUSIC GENERATOR**
Comes out tops on account of it being the most accessible and the most fun of the three.

2 **EJAY CLUBWORLD**
Solid, no-fuss music making, with the different types of music offering plenty of scope.

3 **MUSIC MAKER**
Clunky rubbish – although the video's not tough.

PSM2 VERDICT

GAMEPLAY
+ Impressive ease of use makes it hugely addictive.
- If you don't like dance music, you'll be left cold.

GRAPHICS
+ Cheery and easy to use.
- It's all a bit drab-looking.

SOUND
+ It's excellent, with CD-quality output too, natch.
- Only features certain types of dance music.

LIFESPAN
+ You'll come back to it, hoping to come up with a club smash.
- Heard one dance track, heard 'em all.

OVERALL
It's better at what it does than *MTV Music Generator*, but not quite as varied or as fun. A great choice for the serious amateur DJ.

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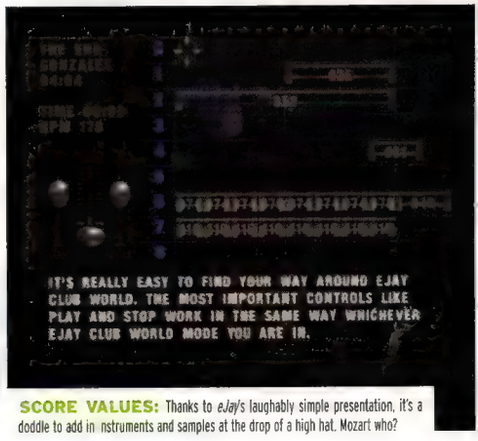
SPINNING AROUND


IT'S REALLY EASY TO FIND YOUR WAY AROUND EJAY CLUB WORLD. THE MOST IMPORTANT CONTROLS LIKE PLAY AND STOP WORK IN THE SAME WAY WHICHEVER EJAY CLUB WORLD MODE YOU ARE IN.

SCORE VALUES: Thanks to *eJay*'s laughably simple presentation, it's a doddle to add instruments and samples at the drop of a high hat. Mozart who?

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK 6TH SEPTEMBER

STUNTMAN

"IT SUCKS YOU IN AND, *JESUS*, IT ABSOLUTELY REFUSES TO LET YOU GO"

"Take No.237, and... oh, for Christ's sake, get it *right* this time, will you?" Colt Seavers never had to put up with this.

REVIEWER: Joel Snape

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Reflections
- **PUBLISHER** Atari
- **GAME TYPE** Racing
- **PRICE** £39.99
- **EXTRAS** One player, DualShock 2 Memory Card.

DETAILS

- Six films, including trailers and 26 stunts in total.
- Precision, Speed and Stunt Driving School Missions.
- Interviews with Vic Armstrong and Tommy Trubble, a Making Of... documentary, TV ad and teaser trailer for *Driver 3*. And a cheap plug for *V-Rally*.

Everyone's looking at their watches when you speed onto the set in a cloud of cigar smoke and exhaust fumes. Casting a trained eye over the scene, you nonchalantly note a couple of ramps and a crateful of chickens deserving your 'special' attention. You nod. The director nods. Someone shouts action. Screech! Smash! Hurtle! Vroom! Someone shouts cut, everyone applauds, the extras high-five each other and you squeal off for a night of foaming jacuzzis with the leading lady. Or not.

JEEP 'N' NASTY: Plenty of market-trashing fun in the Scarab levels. Fortunately, it's more stable than, say, the tuk-tuk.

See, stunts aren't like that in real life. Spontaneity and chance are eliminated in favour of rigid planning and exact timing – and ironically, it's because of stoic adherence to this idea that *Stuntman*'s often suffocating to play. A good trick-based game – *SSX*, for instance – provides a sketchily defined route to follow, leaving you to eke out the high scores via unearthly reactions and an eye for opportunity. By contrast, *Stuntman* signposts that 'elusive' perfect run with 20 yellow icons and a bellowing director, then forces you to memorise it. It's all about subdivisions – six films, 26 stunts, 20-odd segments in each stunt and a given percentage that *must* be attained – meaning every skid, scrape and swerve is pre-planned.

"EVERY SKID, SCRAPE AND SWERVE IS PRE-PLANNED. BE CLEAR – STUNTMAN ISN'T AN INSTINCTIVE EXPERIENCE"

Be clear – *Stuntman* isn't an instinctive experience. It's steering by Bemani. Accelerate, left, right, left, smash, handbrake, crash. Restart, do the same first few moves, get a bit further, get stuck on the next bit – each level's a war of attrition to get to the end with enough points to unlock another, harder level. It isn't far from the linearity of *PaRappa* – especially when you consider that the only time you can relax and take in the surroundings is during the replays. Why not have three or four crucial objectives per level, then leave the player to make up the required score with *Burnout*-style displays of drifting, overtaking, or crate-smashing flair? *Sod* realism – that slows us down enough in real life. This is a *game* – death's a minor inconvenience, sets are expendable and the budget never runs out. Yet here it's literally impossible to succeed on the first attempt, because your reactions aren't quick enough – there's invariably a bit where exactly the right speed is required, and going too fast means death for your sorry character. Or a bit where the director yelps, "Hard right! Wrong way!" just ▶

REPEAT O' FENDER: After the 50th crash, even the car parts a' flyin' couldn't dry our desperate tears.

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

IMPACT POINT

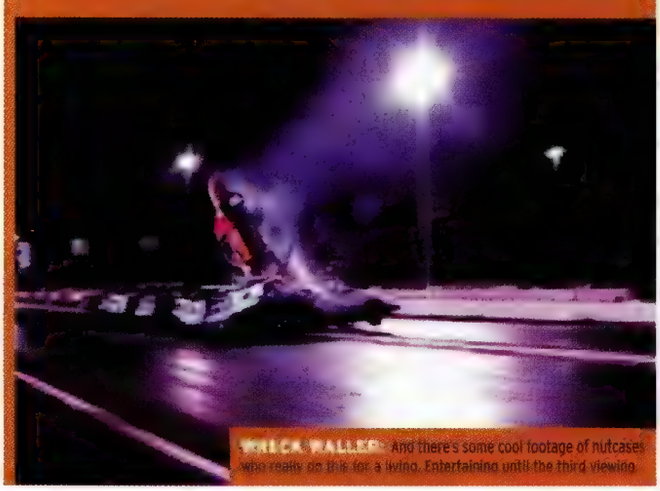
Bangkok, and you're given a feather-light three-wheeler – a tuk-tuk – for the most jump-intensive section of the entire game. Land *any* jump less than perfectly flat and you'll topple over, making the entire exercise a daunting test of memory. Have a spare pad handy.

LOCO HOPS: You can fail the train dodge sections by going too fast, y'know. Still, they toot as you flash by, which is nice.

BEHIND THE SCENES

"It's a bit like Groundhog Day, isn't it?" "I'd start again, if I were you." "Haven't you got off this bit yet?" Oh, yes. Thanks to the groundswell of moral support in our office, we managed to achieve all of the following things: shut ourselves in the games cupboard; swear loudly enough for people in the street to flinch; dislodge an ○ button; and *start singing the director's commands without realising it*. When this happens, it's time to explore the game's other options.

LOOP BACK IN ANGER: Stunt challenges involve collecting tokens – you'll often miss even when tackling loops flawlessly. Hurk.



WRECK WALLER: And there's some cool footage of nutcases who really do this for a living. Entertaining until the third viewing.

▶ *after* you've careened off a blind turn. Or there's a bit where you slow down for a fraction of a second, only to see the rest of the traffic close in around you. Or, or, or…

No. *Haaa.* Deep breath. Calm down. Watch a replay. It's the ideal opportunity to see where you went wrong. It's also the perfect showcase for the game's subtler effects – volumetric shadows that creep over every surface, and car parts that crumple, fall off and react as flawlessly as you'd expect from the people who made *Destruction Derby*. Shorn of yellow blobs and shouty directors, the whole experience is suitably crowd-awing. But wait – you mean there's no rewind? And – let's get this straight – between the drop-cam, in-car, auto and slightly behind views, it's often impossible to see everything going on? And – hang on – if you miss a bit, you have to *load the replay again*? Gnnff.

Try again. Cup of tea? Mmm. Lovely. Load up the Stunt Arena. This, actually, is the game's most involving section. There are no time limits, no penalties, no stress-induced embolisms – just you and a millionaire's toybox full of ramps, crates and cars unlocked in the main game. What if we put two car launchers near the corkscrew ramp? And piled up seven cars for our monster truck to wheelie over while they crash? And how about if… well, actually, PS2's internal memory runs out there, but you get the idea. Brilliant.

Time for the maths, then. Discounting breaks for herbal tea, finger exercises and soothing whale noise tapes, the Louisiana train dodge level took us an hour to complete – even though it's been made easier since the US version. A single 'go' takes anywhere between one minute (crashing

"THE STUNT ARENA IS THE MOST INVOLVING SECTION. NO TIME LIMITS, NO PENALTIES, NO EMBOLISMS"

ALLEY MCSQUEAL: Hwoop! Another handbrake miscalculation and a directorial ear-bashing. Why isn't he concerned for your health?

RESIDENT KNIEVEL: The only bike comes with a sidecar - and we could only rack up 19 buses, even though one challenge uses 36.

BIKE CONTROLLER: Indy (ahem, sorry) Dakota's nicely animated - he glances over his shoulder as he reverses.

SNOW YOUR ROLE: Ah, now the skidoo levels are good - lots of opportunities for shortcuts, and skidoos are easy to handle.

into the train at the end) and three seconds (crashing into the very first car, usually in weary frustration) but let's say it averages out at 30 seconds. Every go involves eight seconds of loading. That works out at, um, 94.7 goes, involving roughly 13 minutes of loading – *in one hour*. Extrapolate that across the rest of the game – ignoring the easy Toothless In Wapping and pausing briefly to shed a frustrated tear over Blood Oath's rooftop level – and you've got 40 minutes of gameplay that stretches into a vast 20 hours of obsessive masochism.

"DESPITE THE HAUNTED STARES AND GENUINELY TERRIFYING PROFANITY, WE CONTINUE TO PLAY IT"

So why – assuming you've sneaked ahead – should such a potential vein-burster garner a respectable mark? Simple: despite the whining and tunnel vision and haunted stares and genuinely terrifying profanity – we continue to play it. It sucks you in and, *Jesus*, it refuses to let you go. Alone, *Stuntman*'s more addictive than crack cocaine – and just as damaging to your temperament. We'd imagine. With friends, it's an entirely different beast – whether they're urging you on or calling you rubbish, the nightmarish difficulty's sure to bring a crowd together as only adversity can. The grim satisfaction of watching a smug mate ("Oh, for heaven's sake, let *me* do it") spin out on the first corner is only matched by the exhilaration of making that final jump in front of a large whooping audience. They should use it in group therapy.

With a little more thought – allowing you to have a go at any stunt in an unlocked film, say, or reducing the Stunt Complete requirements but leaving the difficulty of unlocking secret cars intact – *Stuntman* could've been much less infuriating. With a *lot* more thought, it could've been absolutley stunning. As it is, it's a sporadically thrilling series of precision tasks that often feel too much like hard work to be superior fun. A bit like being a real stuntman, in fact. **PSM2**

Stuntman'll leap into shops in September.

COPPER LOAD OF THIS: Veer astray, and the other stuntmen stick to their route like automatons. Not very professional.

AND...TRACTION

Always wanted to see one of those gaudily-promoted monster truck rallys? Put off by the thought of nacho-bloated yahoos tooting horns directly behind your head? Now's your chance to orchestrate vehicular carnage from the comfort of your sofa, thanks to the magic of the Stunt Arena. Car launchers, flaming hoops, ramps and pyro effects combine to provide the sort of metal-twisting stress relief that was previously only possible with a HotWheels track and some paraffin. The only limit's your imagination. And PS2's memory.

TRUCK DODGERS: The monster truck comes with inexplicably bouncy wheels and its own ramp.

WRECK ASTLEY: Car launchers provide an ideal aperitif for the main event - twang 'em into a crash as you rev up.

CRUNCH DRUNK: Each of these cars deforms individually. It's actually astonishing.

HOOPER'S CHOICE

1 **STUNTMAN**
Frustrating, stressful and shockingly gripping - just don't buy *Stuntman* if you need relaxing.

2 **LOTUS CHALLENGE**
Crowbars stunt levels in, but there's no sense of speed and the controls are cack.

3 **STUNT GP**
Rubbish, uninspired RC racer with a quite unremarkable 'stunt' (and we use the word loosely) slant.

PSM2 VERDICT

GAMEPLAY
+ Moments of genius. Solid, if bouncy, car dynamics.
- Brutally unforgiving, linear structure.

GRAPHICS
+ Exciting replays, lovely shadows. Mmm, dark.
- Shame they cripple the already sketchy framerate.

SOUND
+ Good engine noises. And, um, you can turn the rest off.
- "Smash through boxes!" "Avoid explosion!" "Cut! Too slow!"

LIFESPAN
+ Twenty-odd hours. More in the stunt arena.
- Artificially padded by will-destroying difficulty.

OVERALL
Flawed at a conceptual level, but salvaged by tight physics and heart-clenching addictiveness. Ideal for a house-full of competitive gamesters.

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'KIN EVIL

www.turok.com

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OUT UK NOW

OLD HOBBITS DIE HARD: A beardy Ian McKellen works his magic.

LORD OF THE RINGS

It was coming for ages, and now it's arrived: the one fantasy film to rule them all.

STARRING ..... Elijah Wood, Ian McKellen, Viggo Mortensen, Christopher Lee, Cate Blanchett, John Rhys-Davies, Sean Bean, Sean Astin
DIRECTOR ..... Peter Jackson
CERTIFICATE ..... PG
PRICE £24.99

Give Peter Jackson some credit: you can only begin to imagine the pressure he was under during the production of this first Lord Of The Rings flick. Sure, he had the passion, the dedication and the geek-level knowledge of the novel. But there were a thousand fantasy nerds just waiting to tear him to pieces if he strayed from the text or screwed up the memory of their beloved tome. This is a man, after all, who launched his career making ultra-cheapoid films about human-scoffing aliens and X-rated puppets. Must be a relief for him, then, to now be recognised as the man most likely to knock King George Lucas from his mighty plastic throne.

Whichever way you look at it, The Fellowship Of The Ring is a winner. Staying close enough to the book that the story's intact, Jackson cannily sliced out the dull parts – longwinded songs and poems that fill in a bit of background and mostly just take up space. Plus, one or two minor characters had to go. Some fans protested – but their voices were lost among the praise layered upon a movie that not only lived up to the enormous hype, but surpassed it. We were all hoping for it to be good. What we got was *great*.

HOBBIT FORMING

Even more impressive, the Fellowship story still holds up in today's fantasy-saturated world. When there are a thousand cheap cinematic knock-offs out already, Tolkien's words appear clichéd. But don't forget – this is the book that spawned those clichés. It's entitled to use 'em more than a thousand insipid Xena-style clones.

Spinning a yarn of heroes struggling against powerful dark forces, the first part of the trilogy is as much about friendship, loyalty, trust and betrayal as it is about an evil ring and its diabolical creator. Focusing on Frodo Baggins (an excellent Elijah Wood, who acts through the effects and some seriously dodgy hairy feet), it starts quietly and just builds from there. We learn that Frodo's been given a dangerous mission (destroy dark magic object The One Ring before the bad guys can get their hands/tentacles on it), and we move with him from idyllic settings and peaceful lands to huge landscapes and encounters in dark caves.

Opting to highlight the chase and the battles, Jackson's crafted a rip-roaring adventure that rarely lets up. This is the best fantasy movie for years, and you can watch it unspool right in front of your very eyes. The only question that remains is this: will you buy it now, as a two-discer, or wait for the four-disc special edition arriving in November with more extras? Or the promised nine-disc version including the sequels and every extra... PSM2

INSIGHT

- Stuart Townsend was cast as Aragorn, but quit due to "creative differences".
- David Bowie was interested in playing an Elf.
- Elf-boy Orlando Bloom did most of his stunts – and broke a rib.

FANTASY CHOICE

1. **THE LORD OF THE RINGS** Great story, great acting... great film.
2. **THE LORD OF THE RINGS (ANIMATED)** The 'toon version is less impressive but is still interesting.
3. **DRAGONHEART** Big dragon nonsense with Shir Shean Connery at the helm.

PSM2 VERDICT

EXTRAS
Exclusive ten minute preview of sequel The Two Towers ▣ Houghton Mifflin Welcomes You To Middle Earth ▣ Quest For the Ring: TV Special ▣ The Path To Middle Earth: TV Special ▣ Eight Internet documentary shorts ▣ Trailers ▣ Music videogame preview ▣ Extended DVD preview.

OVERALL
One of last year's highlights finally arrives on shiny disc format. Extra-addicts may wish to wait until November, though...

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IT RULES!

"A MOVIE THAT NOT ONLY LIVED UP TO THE ENORMOUS HYPE, BUT SURPASSED IT"

OUT UK NOW

24 BOX SET

A federal agent races against time to prevent a murder. You won't be checking your watch.

STARRING ..... Kiefer Sutherland, Leslie Hope, Sarah Clarke, Elisha Cuthbert, Dennis Haysbert, Penny Johnson, Daniel Bess, Zach Grenier
DIRECTOR ..... Various
CERTIFICATE 15
PRICE £44.99

Boasting a higher than high-concept idea (lawkeepers race to stop a US presidential candidate from being moidered in a series that shows one hour of a day per episode), 24 has made a splash both in the States and over here. The most talked-about TV of the year redefined the phrase "a tough day". Think you've had it rough? That's nothing compared to the hell federal agent Jack Bauer's going through. Not only has he learned that fiendish terrorist types have targeted a US senator for assassination, but his teenage daughter's been abducted, he suspects there's a mole in his own crime-fighting organisation and he's only got 24 hours to sort everything out. Not only that, but his wife gets into trouble while out looking for their wayward sprog, and the senator's family is hiding some disturbing skeletons. Things aren't looking good for Jack. Is his daughter's disappearance related to the plot? Is someone within his anti-terrorist unit working with the villains? You betcha...

Now, you must understand that at the time of pounding these words into the computer, the series had yet to finish in the UK, while the DVDs will collect the entire first season. So by the time you read this, dedicated 24-starers will know the outcome. And our far-sighted tea-leaf watcher Madame Syphilis has looked into the future to see that it's a blinder.

CLOCKBUSTER

It shouldn't work, but it does. Stretching a TV show across one day? Preposterous! Although it's a continuity supervisor's nightmare and a burden for the actors who have to remember where they are at each exact moment (and slowly grow ever more tired as the day draws on), 24 exceeds expectations by keeping the pace at a healthy full tilt, throwing new twists and turns in every single show and relying on some high quality performances.

INSIGHT

- Three alternate endings were filmed to stop spoilers leaking out.
- Dennis Hopper cameos as the big baddie near the end.
- The first episode had to be re-edited after September 11, because they had filmed shots of an exploding plane.

Rescuing himself from the nightmare of straight-to-video hell, '80s icon and former Julia Roberts flame Kiefer Sutherland is the lynch pin around which 24 turns. As the harried Jack Bauer, desperately searching for his missing family while trying to sort good guys from bad, Sutherland is all nervous energy and determined brows. And drawn into a plot where none of the characters (bar one or two) are cookie-cutter "good" or "evil", his headache-inducing mission is all the more watchable, thanks to his ability to keep it real. It all adds to 24's gritty, shaky-cam style.

WOOD YOU BELIEVE IT? CTU man Bauer barks up the wrong tree again.

With 24 seeing a release on DVD, it's the ideal time to try and do what US viewers have already attempted and watch the whole show over the course of 24 hours (or just under, given that we see the edited version). Will you watch it over and over again though? Doubtful. Just be warned: PSM2 takes no responsibility for any signs of madness or insanity that incur after a night spent in front of the goggle box. **PSM2**

CLOCKED CHOICE

1 **NICK OF THE TIME**
Johnny Depp must stop a moider in this real-time thriller.

2 **24**
Kiefer in classic fight against crime.

3 **ROPE**
Real thrills with the master of suspense: Mr A Hitchcock.

PSM2 VERDICT

EXTRAS
Alternate ending ⧉ Season 2 preview.

OVERALL
Pulse-pounding, nerve-shredding, race-against-time action. We'd have liked some more extras, but it's good enough to warrant the cash.

83

HOUR HEROES

THE LIMEY

OUT UK NOW

STARRING ..... Terence Stamp, Peter Fonda
DIRECTOR ..... Steven Soderbergh
CERTIFICATE 18
PRICE £9.99

Steven Soderbergh, riding the tidal wave that was Out Of Sight's success, proved he could strip it all back down to the basics and deliver a revenge thriller with one or two film-making tricks thrown in on top; what with an ultra-stylish, de-saturated look and fancy filters, plus the terribly clever blending in of footage of a young Terence Stamp with the rest of the action. The Limey is all tough talk and tougher action, with an impressive Stamp as a burnt-out aging gangster who still has spark, on the trail of his daughter's killer, while Fonda is all smooth charm. A minor classic. **PSM2** **82**

THE ITALIAN JOB

OUT UK NOW

STARRING ..... Michael Caine, Noel Coward
DIRECTOR ..... Peter Collinson
CERTIFICATE ..... PG
PRICE £19.99

Dialogue and action doesn't really get much more iconic than this. Mini Coopers speeding through the streets of Turin, a cast that spans Noel Coward and Benny Hill, and *that* cliffhanger ending. What's not to love about a movie that has Michael 'The Chameleon' Caine in top form as the ringleader? Extras include audio commentary, deleted scenes (with audio commentary), a theatrical trailer and three documentaries. We suggest you buy it, keep it and cherish it before the Americans finish their dodgy remake version and screw up all the brilliant memories. **PSM2** **84**

ALSO RELEASED

WILLOW SPECIAL EDITION
Released Out Now **Cert** PG **Price** £19.99
Ron Howard directs a flick full of monsters and little people. Lord Of The Rings for the Star Wars crowd? Er, no. Forgettable at best. **34**

KISS OF THE DRAGON
Released Out Now **Cert** 18 **Price** £17.99
Jet Li (think Jackie Chan meets The Matrix) chops the socky in this Euro-action thriller. One for the fans and the adrenaline junkies. **68**

INNERSPACE
Released Out Now **Cert** PG **Price** £12.99
'80s nonsense from Joe Dante which sees Dennis Quaid injected into Martin Short's arse. Still, he gets the girl in the end... **55**

BILL AND TED'S BOGUS JOURNEY
Released Out Now **Cert** PG **Price** £15.99
Dude! Awesome! Bill 'n' Ted meet their evil robot doubles and battle with death in this fun follow-up to the excellent adventure. **80**

THE LAST CASTLE
Released Out Now **Cert** 15 **Price** £17.99
Robert Redford proves he's not quite too old for this shit as he leads a military prison to mutiny against James Gandolfini. **60**

HAPPY, TEXAS
Released Out Now **Cert** 12 **Price** £15.99
Two convicts are mistaken for gay beauty pageant organisers. Oddly enough, in the lunatic hands of Steve Zahn, it's hilarious. **75**

COMING SOON

MONSTERS, INC SPECIAL EDITION
2nd September
£24.99

MULHOLLAND DRIVE
9th September
£19.99

BLACK HAWK DOWN
16th September
£24.99

Kobal Collection/United Artists

TO BUY ALL OF THESE GAMES WOULD COST AROUND £240

TOCA RACE DRIVER

CONFLICT:
DESERT STORM

DOWNFORCE

NEED FOR SPEED:
HOT PURSUIT 2

AGGRESSIVE INLINE
SKATING

JAK AND DAXTER

WORLD RALLY
CHAMPIONSHIP

WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN £5.50?

PlayStation.2
OFFICIAL MAGAZINE-UK

**THE ONLY MAGAZINE WITH A PLAYABLE PS2 DEMO DVD.
WHY NOT TRY BEFORE YOU BUY?**

SEPTEMBER ISSUE ON SALE NOW: £5.49 EXCLUSIVE TOCA RACE DRIVER REVIEW AND PLAYABLE DEMO, TIMESPLITTERS 2, ONIMUSHA 2 AND THE THING PREVIEWED, FIRST LOOKS AT WOLVERINE'S REVENGE AND WRC 02 PLUS SPIDER-MAN FULLY TIPPED AND MUCH MORE!

PSM2'S INFO-MUSH LOUNGE

MAX. SMART/MIN. EFFORT

It's the end of the working day. PSM2 charges, not to the pub, but to a room filled with only the choicest of games. A brief scuffle for seating ensues. Milf can't see the screen, Joel insists on sitting next to his team-mates, Dan refuses to sit on the floor in case Marcus kicks him and Marcus doesn't want the chair with the wonky back. Pause. "I need a glass of water." A round of groans, a trip to the coffee machine, a hasty glug of H20 and a few swiftly masticated Bourbon creams. Pause. "I need the toilet." Gyyyaah. But eventually, such things are forgotten, and everyone unites in the spirit of fair play. This is the Lounge.

1

MEDAL OF HONOR: FRONTLINE

If you haven't played it yet, we'd recommend playing on the Hard setting straight away, for the full heads-down, grenade-fearing, guerilla experience. Otherwise, it's just too easy, y'see.

2

SPIDER-MAN

Saw the trailer for the game before the film? Hmm? Got a bit excited? Spidey has a go at CG swinging, but it can't match the film. Bear that in mind when you're reading our movie feature on pg 56.

16

VIRTUA FIGHTER 4

Sega's fighter slips below its arch-rival, suggesting that crisp effects and tactical combat are no match for familiar characters and a Platinum price. We'd still plump for Lei-Fei and the gang, mind.

CHARTS FOR MONTH ENDING JULY 31

PS2 TOP 20

Position	GAME NAME	Publisher	Developer
1	Medal Of Honor: Frontline	EA	EA
2	Spider-Man	Activision	Treyarch
3	Final Fantasy 10	SCEE	Squaresoft
4	Grand Theft Auto 3	Take 2	DMA Design
5	Smash Court Tennis Pro Tour	SCEE	Namco
6	V-Rally 3	Atari	Atari
7	2002 FIFA World Cup	EA	EA Sports
8	Vampire Night	SCEE	Namco
9	Gran Turismo 3 Platinum	SCEE	Polyphony Digital
10	Deus Ex	Eidos Interactive	Ion Storm
11	Resident Evil Code: Veronica Platinum	Capcom	Capcom
12	Pro Evolution Soccer	Konami	KCET
13	LMA Manager 2002	Codemasters	Codemasters
14	F1 2002	EA Sports	EA Sports
15	Tekken Tag Tournament Platinum	SCEE	Namco
16	Virtua Fighter 4	SCEE	Sega
17	Britney's Dance Beat	THQ	THQ
18	Mike Tyson Heavyweight boxing	Codemasters	Codemasters
19	Metal Gear Solid 2	Konami	KCEJ
20	This is Football 2002 Platinum	SCEE	Team Soho

JAPANESE TOP 5

1	.Hack Vol 1 Infection Expansion	Bandai	Bandai
2	Popolocrois Story 3	Sony	Sony
3	Winning Eleven 6	Konami	Konami
4	Tokimeki Memorial Girl's Side	Konami	Konami
5	2002 FIFA World Cup	EA	Square EA

US TOP 5

1	Grand Theft Auto 3	Rockstar	DMA Design
2	Medal Of Honor: Frontline	EA	EA Studios
3	Gran Turismo 3	Sony	Polyphony Digital
4	Spider-Man: The Movie	Activision	Treyarch
5	MLB Slugfest	Midway	Midway

PSM2'S TOP 5IVE

What's been wearing out our offset PS2...

1. TimeSplitters 2

2. Colin McRae

3. Winning Eleven 6

4. The Thing

5. Final Fantasy 10

PSM2'S INFO-MUSH LOUNGE

MAX. SMART/MIN. EFFORT

DAN
Affects the "oh, am I standing on your cable?" gambit to great effect, often winding it around his entire leg until the PS2 hurtles edge-of-deskwards. Filthiness: laudable.

JOEL
Feigns distraction, pauses the game and then rapidly unpauses it when the opposition is engaged in a crucial bout of aiming – gun or free kick. Despicability: high.

MARCUS
Marcus likes to hurt people.

WHAT THE TEAM HAVE BEEN PLAYING THIS MONTH...

And which they gently suggest you get involved with.

JOEL'S BEEN PLAYING...

His usual blend of Bemani and fighting – equal parts *Britney's Dance Beat* and *Knockout Kings 2002* – tempered by a somewhat brief infatuation with *Onimusha 2*. "You can be as good at fighting as you like, but at the end of the day it's all about having friends," he mused. "Just like life." Eek.

JONNIE'S BEEN PLAYING...

Medal Of Honor and *The Thing*. As deputy editor, Jonnie's all too used to leading a small group of terrified men into the wilderness, whether he's sheltering them from a bout of heavy shelling, a couple of gruesome gene-spliced monsters or one of Marcus' tyrannical rages. Calm in a crisis, see.

DAN'S BEEN PLAYING...

SSX Tricky. Again. "See, it's like *Freekstyle* – only it's three times as good in every imaginable respect." And, oddly enough, he's become entranced by the J-pop stylings of *Gitaroo-Man*, where the drum 'n' bass shark's tested his nimble fingers and even temperament in equal measure.

MILF'S BEEN PLAYING...

Winning Eleven 6. Hardman Milf took advantage of an aspirant freelancer's naivety and gave him half a dozen three-nil thrashings. And also *Transworld Surf* – but only in a nihilistic attempt to get his surfer gobbled up by sharks. We worry about all the angry, angry CDs he's buying lately.

MARCUS'S BEEN PLAYING...

TOCA and *Burnout 2* – Marcus has been sneaking off to indulge his boy racer fantasies when he ought to be doing important things, like editing the mag or making the tea. After a brief stint in Offensive Driving 101, every post-deadline lift home's an adventure. The really scary kind of adventure.

ADE'S BEEN PLAYING...

Aggressive Inline. Undaunted by hardcore skateboarders, and Milf and Dan muttering about Inline being, um, "for girls", Adrian's been merrily buffing up his Soul Grinds and honing his backflips. He also had a go at *Freekstyle*, aiding the office Swear-Box-For-The-Blind appeal handsomely.

BURIED TREASURE

WINNING ELEVEN 6: Yes it's that game again, and still remains the centre of our playlist. As we finish an hour of our lives after work every day playing it – can help but notice the many dazzling quirks and imperfections – every player's like a liquid Subbuteo man with a teeny tiny brain. Joel's a big fan of the never touched him hands-off appeal down – and conversely, Dan likes the new "fling-self-to-floor-as-if-shot-by-sniper" that Zidane does every time you rip his ankles – while Marcus can only look on in a smug fashion as those filthy [illegible] line. Tchah.

SIGHTS FOR SORE EYES

"I know I'm killing the varmints inside my TV," mumbles Jonnie. "But how? How?" Easy.

For starters, the lightgun contains a photodiode which is able to sense light coming from the screen. The screen driver electronics send pulses to the PS2 at the start of the horizontal and vertical retrace signals so that the computer knows when the electron beam even of by the gun is on the screen during each frame. Then the PS2 blanks the screen and paints just the target object as a white object. If the photodiode senses darkness at the time vertical retrace signal and then light after the next, the computer assumes that the gun is pointed at the target that's on the screen and scores a hit. See?

JOHN WOO

Let's face it – there's only one good choice for the incoming PS2 owner and this is it. The G-Con 2 is reliably accurate, supply leather-tight and is painted a garish purple to prevent tactical units being sent out in the event of you stupidly aiming it out of a window. A snip at about fifty quid with the added bonus of Time Crisis 2 included in the package.

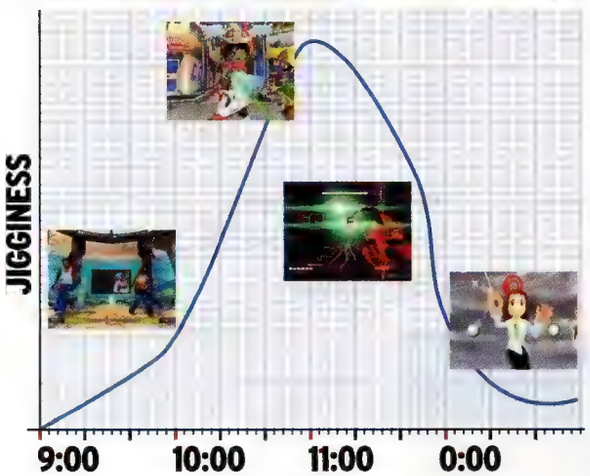
JOHN WAYNE

Second choice – the Logic 3 P99K. It's modelled to look like Bruce Willis' Walther. Which is kinda cool. It's got a battery, one recoil motor and a trusty enough pedal to go bang on. Of course, you'll ruin the novel off after about 40 minutes and it's heavy enough to make your arm ache after only a few minutes, but imagine the thing in your fist.

JOHN-BOY

Buried under a deluge of Fatboy DVDs and hunted mercilessly by parents you might – if you're very lucky – find yourself a retired Hyperkinetic Dreamcast owner with serious zombie Dead Or Alive 2 issues. It's the only gun compatible with Virtua Cop 2 and Police 24/7, coming in from another universe at Sonic Heroes speed. Cheers Mrs.

BIG NIGHT IN...



EVERYBODY DANCE NOW

Saturdays don't *have* to be about staring in vodka-rage at an arse in a Ben Sherman top, and ruining your daps on the dancefloor. Ease off the liver with a night of musical magic.

YOU WILL NOT NEED: A dancemat. The easily breakable peripheral of clods and children. Can't headspin on them, can you?

9:00

Ease in with the school-disco pop of *Britney's Dance Beat* – nice regular rhythm structure building that provides an ideal warm-up for...

10:00

Gitaroo-Man – Ramp up the tempo with Mojo King Bee's jazz-funk riffs. Jesus! Get some Savlon! And stay hydrated, kids...

11:00

Rez – No over-friendly men with glowsticks here – just a synaesthetic wonderland of throbbing skyscrapers and snare-drum UFOs.

0:00AM

Calm things down with *Mad Maestro's* version of Eine Kleine Nacht Musik. Nice and calm, and you don't have to withstand a charge onto the dancefloor or avoid getting in a pagger on the way home. Aaah.

HOW TO BLOW A MONKEY...

If your tax return lists the back of the sofa as your source of income, or if you stand to meekly inherit the Earth, then there is no finer place to spend the lucre.

A MONKEY £500

For the stupidly affluent PS2 owner, we'd suggest InterAct's Mobile Monitor LCD screen designed for the PS2. Two speaker jacks make it ideal for multiple play – but you'll still have to plug the whole shebang into a proper power socket – so you can't take it in the car. Only available in America for a hefty £150, at the moment...

A PONY £25

Out now on the *King of Fighters* range – a 12-inch high rendition of fan-flinging ninja-lady Mai, as seen in *Capcom Vs SNK 2*. Her description promises 'Fully Removable Clothes' (hmm ...) and 'Real Nipples'. What, *real* ones? Shit.

AN AYRTON £10

"No ears. No eyes. No nose." Just one of the brilliant lyrics you'll find in the *Tekken Tag Tournament* soundtrack, available now. Hi-larious.

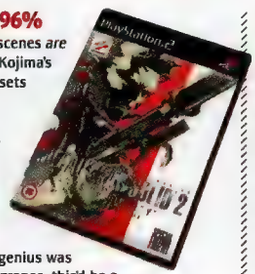
A LADY GODIVA £5

What the hell – do what we've done this month and spend all your shrapnel on biscuits. There's nothing like a cloying mouthful of Rich Tea to help curb our filthy tongues during a bout of *'Splitters 2*.

PSM2'S ESSENTIAL TEN

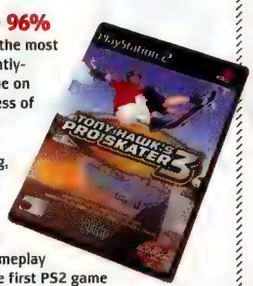
The ten greatest games available in the UK today. Fact.

1 MGS2 - 96%



Yes, the cut-scenes *are* tedious, but Kojima's masterpiece sets the bar for cinematic integration – with lush graphics, inspired sound and expansive gameplay. If genius was measured in grapes, this'd be a burgeoning vineyard.

2 THPS3 - 96%

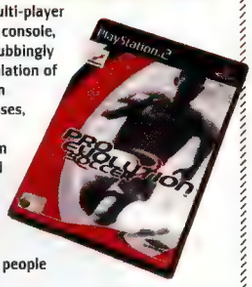


Quite simply, the most addictive, tightly-designed game on PS2. Regardless of your feelings towards skateboarding, *THPS3* delivers a perfectly-pitched, ever-expanding gameplay challenge. The first PS2 game to go on-line. Tony, we salute you.

3 SSX TRICKY - 95%

Everything a console game should be – instant, exhilarating and bleeding-edge cool. EA's snowboarder merges seamless production values with honest, pad-ripping gameplay. Ace Run DMC soundtrack and DVD extras seal an essential purchase.

4 PRO EVOLUTION SOCCER - 95%



The finest multi-player game on any console, and an eye-rubbingly realistic simulation of football. From precision passes, tactical sophistication and graphical finery – *Pro Evo* has got the lot. Essential for footy fans or people with friends.

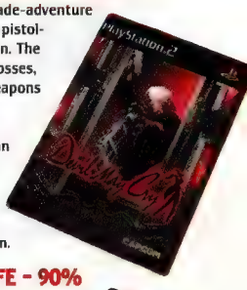
5 GRAN TURISMO 3 - 93%

Debatably, PS2's killer-app and one of the best looking games in the whole of history, Sony's ultra-realistic driving sim dominates the genre like a growling Ferrari. Will last for ages. Promise.

6 GRAND THEFT AUTO 3 - 92%

For some, PS2's finest hour – graphically resplendent, morally bankrupt and endlessly diverse. The go-anywhere, do-anything gameplay amplified by exceptional level design. Robbery, explosions, guns, stunts, cars, rockets – the fun never ends.

7 DEVIL MAY CRY - 90%



A riotous arcade-adventure for your inner pistol-packing demon. The spectacular bosses, formidable weapons and pulsing soundtrack culminate in an adrenaline-detonating experience for gamers of any persuasion.

8 HALF-LIFE - 90%

Unequivocally, the finest integration of plot, gameplay and heart-popping set-pieces that'll sit in your memory for years to come. No single-player first-person shooter comes close, and – better yet – the PS2 version features an exclusive co-operative mode.

9 FF10 - 91%

The gameplay's feisty, the plot defiantly linear – but nothing delivers atmosphere, emotion or graphical thrills like Square's sprawling masterpiece. One of the finest RPG's in history, but familiarity and the need for life-consuming dedication cushions its impact.

10 MTV MUSIC GENERATOR 2 - 90%

If you've a song in your heart, Codemasters genius music creation package is the Sonny to your Cher – jammed with killer instruments and sonic trickery. Proof that you don't need an asphyxiating waistband or nervous stutter to knock out a chart standard ditty.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An action-lead game that'll satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not deep enough to offer limitless trick potential.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
Dumps any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Fast, good-looking and addictively fun to play

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Super-game turned super-villain thanks to daft level design.

BLOOD OMEN 2
Publisher> Eidos
Version> PAL **Issue**> #22 — 79
A horror romp that doesn't disappoint in terms of atmosphere and visuals.

CASPER: SPIRIT DIMENSIONS
Publisher> TDK Mediactive
Version> PAL **Issue**> #22 — 48
Non-threatening junior gaming with a shiny veneer. Dull.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
It looks ragged and makes you work extremely hard for very little gain.

DRAKAN: THE ANCIENTS' GATES
Publisher> Sony
Version> PAL **Issue**> #20 — 75
Cracking adventure let down by seen-it-all-before gameplay.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Publisher> Sony
Version> PAL **Issue**> #18 — 52
Illogical puzzles and missions harpoon any fun instantly – this is distinctly average stuff.

EOE: EVE OF EXTINCTION
Publisher> Eidos
Version> PAL **Issue**> #22 — 71
Fun at times but mainly boringly familiar.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

FATAL FRAME
Publisher> Tecmo
Version> NTSC **Issue**> #23 — 77
Stylish and immensely frightening.

FRANK HERBERT'S DUNE
Publisher> Cryo
Version> PAL **Issue**> #20 — 22
Remedial AI, ham-fisted controls and a terrible game.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Good level design and the novelty of playing as three sides.

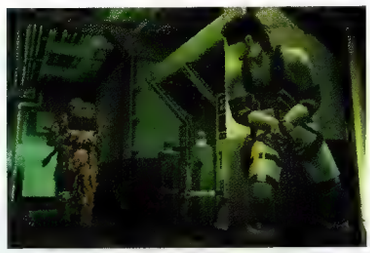
GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
Amoral. And the attention to detail keeps you hooked.

HEADHUNTER
Publisher> Sony
Version> PAL **Issue**> #19 — 81
An action adventure of Hollywood proportions from Sega.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Strikes new ground for creative gaming. Less, literally, is more.

MAX PAYNE
Publisher> Take 2
Version> PAL **Issue**> #19 — 82
Stylish, dark and violent but marred by ropey looks.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.



METAL GEAR SOLID 2
Publisher> Konami
Version> PAL **Issue**> #20 — 96
BEST ACTION TITLE Worth every bit of the hype.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments littered with crates

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Survival horror with the emphasis on carnage not tension.

ONIMUSHA 2
Publisher> Capcom
Version> NTSC **Issue**> #22 — 89
A perfect balance of strategy and combat.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

PRISONER OF WAR
Publisher> Codemasters
Version> PAL **Issue**> #24 — 73
Good idea and atmosphere, but slow-moving

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to the zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SHADOW OF ZORRO
Publisher> Cryo
Version> PAL **Issue**> #20 — 35
Far too clumsy to be anything that approaches fun.

SHADOW MAN: 2ECOND COMING
Publisher> Acclaim
Version> PAL **Issue**> #20 — 68
Brave, enjoyable but ultimately flawed.

SHIFTERS
Publisher> 3DO
Version> PAL **Issue**> #24 — 40
Save your cash for *Onimusha 2*.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
If you can accept the short duration of this version, the impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp – not fresh, but still tasty.

SPIDER-MAN: THE MOVIE
Publisher> Activision
Version> PAL **Issue**> #24 — 70
Very hard in places but still good fun.

STATE OF EMERGENCY
Publisher> Take 2
Version> PAL **Issue**> #20 — 75
Non-stop, entertaining violence that's just a bit too shallow

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay. Not fun.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
The bad level design is only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either

ZETTAI ZETSUMAI TOSHI
Publisher> Irem Software
Version> NTSC **Issue**> #24 — 78
Dodgy control system, but generally very entertaining.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
Thoughtful, funny and addictively gentle.

ACTION-STRATEGY

CONFLICT ZONE
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 79
Cheap and pretty with legions of machines.

DROPSHIP
Publisher> Sony
Version> PAL **Issue**> #18 — 75
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

DYNASTY WARRIORS 3
Publisher> Namco
Version> NTSC **Issue**> #20 — 71
A lack of innovation leaves this as just a decent update.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
A rare combination of brains and guns – looks good, too.

ARCADE

18 WHEELER
Publisher> Acclaim
Version> PAL **Issue**> #19 — 36
Simplistic, one-dimensional and extremely dull racer.

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> **Midway**
Version> PAL **Issue**> #10 — 32
Best as a multi-player, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
A beautifully crafted thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
Burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BARBARIAN
Publisher> Titus
Version> PAL **Issue**> #25 — 66
Fun, but basic beat-em-up. No contest for *Tekken*.

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Probably the best 2D fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms can sadly be no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 78
Sparky, but not quite as good as *Capcom Vs SNK 2*

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 — 60
This could've been something special, instead it's dull.

SAMURAI
Publisher> Bam! Entertainment
Version> NTSC **Issue**> #25 — 74
An excellent idea, reasonably well done.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 — 79
A worthwhile update of an elderly series.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 — 87
The genre-defining master of violence.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 — 66
A passable evening's rented entertainment.

VIRTUA FIGHTER 4
Publisher> Sony
Version> NTSC **Issue**> #20 — 87
BEST BEAT-EM-UP The most challenging fighter for ages.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> #16 — 80
More a next-gen tweaking of *Know Your Role*.

BEMANI

BRITNEY'S DANCE BEAT
Publisher> THQ
Version> PAL **Issue**> #24 — 58
Too hard for kids and too repetitive for the rest of us. Who is this aimed at?

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 — 60
Lots of funny and genuinely impressive moments.

FREQUENCY
Publisher> SCEE
Version> PAL **Issue**> #23 — 83
Fast and furious button-mashing.

GITAROO MAN
Publisher> THQ
Version> PAL **Issue**> #22 — 79
Rhythm action the way it should be.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 — 50
Tiny Disney fans will enjoy it, however briefly.

MAD MAESTROS
Publisher> Eidos
Version> PAL **Issue**> #22 — 70
Entertaining, but not as inventive as *Gitaroo Man*.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> #16 — 78
The sherbet-flavoured antidote to everything bleak on PS2.

SPACE CHANNEL 5
Publisher> Sony
Version> PAL **Issue**> #20 — 56
Stylish, sci-fi eye-candy bemani with frustrating and somewhat limited gameplay.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 — 40
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> #16 — 58
Extremely average arcade shoot-and-race effort.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 — 70
It's a pity that SCEA couldn't have compromised on the realism here.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> #15 — 88
An ideal foil to *GT3*'s smart-arsed sensibilities.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 — 65
Relentless in action, but dodgy graphics let it down.

CIRCUS MAXIMUS: CHARIOT WARS
Publisher> THQ
Version> PAL **Issue**> #25 — 55
Gimmicky racer with paper-thin novelty value.

DOWNFORCE
Publisher> Titus
Version> PAL **Issue**> #23 — 64
Adequate F1 racing but a little too predictable.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> #17 — 46
Dumb, vacuous, tired and ultimately shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 — 57
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> #13 — 60
Close, but absolutely miles away at the same time.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 — 84
A rewarding challenge for any race fan who's willing to rise to it.

F1 2001
Publisher> EA
Version> PAL **Issue**> #15 — 84
An accessible racer for everyone, but with enough depth to keep F1 veterans busy.

F12002
Publisher> EA
Version> PAL **Issue**> #24 — 84
One of the most accessible simulators we've seen.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 — 47
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 — 66
Fine – just don't expect too much of it.

FREEKSTYLE
Publisher> EA
Version> PAL **Issue**> #25 — 59
A pastiche of *SSX* without the originality or depth.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> #16 — 49
Spend 40 quid on a Scalextric kit instead.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> #13 — 93
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT
Publisher> Sony
Version> NTSC **Issue**> #19 — 80
New cars, but GT pros might feel short-changed.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA
Publisher> SCEE
Version> PAL **Issue**> #25 — 79
Dumbed down version of *GT3*: short but playable.

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> #16 — 74
Lovely to look at, but uninspiring to play

JET ION GP
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 07
Worst PS2 game ever. 'Nuff said.

JET SKI RIDERS
Publisher> Eidos
Version> PAL **Issue**> #18 — 38
About as half as good as *Splashdown* in every respect.

LEGO RACERS 2
Publisher> Lego Software
Version> PAL **Issue**> #18 — 42
Simple racing for tots with some decent construction.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 — 73
Can't compete with *GT3* in an already crowded field.

LOONY TUNES SPACE RACE
Publisher> Infogrames
Version> PAL **Issue**> #19 — 65
A simple game in most respects, but provides loads of smooth thrills and giggles.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 60
Cloying controls, poor racing and frustrating challenges make for a lack-lustre experience.

MASTER RALLYE
Publisher> Microids
Version> PAL **Issue**> #24 — 55
Fun but flawed – it smacks of an early release.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 — 72
Some nice touches that are sadly compromised by reality-check graphics.

MOTO GP2
Publisher> Namco
Version> PAL **Issue**> #19 — 71
Solid racing and a few added extras, but that doesn't make this one radical

MX 2002
Publisher> THQ
Version> PAL **Issue**> #14 — 78
Not the fusion of racer and sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> #15 — 62
An ordinary addition to an ordinary racing genre.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> #17 — 40
Manages to enrage and bore at the same time..

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> #15 — 60
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> #16 — 43
A bright and solid dinky racer. Cheap as well.

PRO RALLY 2002
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 68
Passable induction to rallying, but not as good as *WRC*.

RALLY CHAMPIONSHIP
Publisher> SCi
Version> PAL **Issue**> #24 — 56
An average game with the occasional bad bit.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 — 56
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 — 72
Fast, undeniably attractive and always fun to play.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 — 76
Arcade-style knockabout racing at its idiotic best.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 — 75
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> #17 — 77
Too intense and samey

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> #16 — 75
High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 — 45
A flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> #16 — 38
We can't be arsed to play this again and neither will you.

SUPERCAR STREET CHALLENGE
Publisher> Activision
Version> PAL **Issue**> #18 — 36
Spend £30 on *Burnout* instead, this is a waste of time.

SUPER TRUCKS
Publisher> Jester Interactive
Version> PAL **Issue**> #22 — 45
Slow and bland – will only appeal to Super Truck fans.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

TD OVERDRIVE
Publisher> Infogrames
Version> PAL **Issue**> #23 — 64
Fast and fun but lacks innovation.

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> #16 — 44
No originality – it's more reliant on luck than skill.

THE FLINTSTONES: VIVA ROCK VEGAS
Publisher> Swing! Entertainment
Version> PAL **Issue**> #18 — 13
Utterly rubbish.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> #16 — 76
Feels lightweight next to *Crazy Taxi*. But great design.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> #13 — 38
No taunts, betting and revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 — 62
Like an attractive 3D *Pac-Man*, only in small cars.

VRALLY 3
Publisher> Infogrames
Version> PAL **Issue**> #24 — 81
A solid satisfying racer.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 — 63
Looks nice, but let down by some really annoying flaws.

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 — 71
Frustrating controls make this an exasperating ride.

WIPEOUT FUSION
Publisher> Sony
Version> PAL **Issue**> #19 — 73
PS2 already has its killer apps, which relegates this effort to a shiny sequel.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> #17 — 87
Looks ace and handles brilliantly.

FIRST-PERSON SHOOTER

DEUX EX: THE CONSPIRACY
Publisher> Eidos
Version> PAL **Issue**> #22 — 88
Clever, pacey and plot-heavy. Most detailed FPS yet.

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> #16 — 90
BEST FPS TITLE If you've not played it on PC it's a must.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> #17 — 88
Every element thrown in so fast you can't help but enjoy it.

MEDAL OF HONOR: FRONTLINE
Publisher> EA
Version> PAL **Issue**> #23 — 89
A supremely atmospheric and absorbing experience.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 — 85
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 — 88
An entertaining action adventure that's not without flaws.

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA
Publisher> Capcom
Version> PAL **Issue**> #20 — 41
Slow, tedious and about as chilling as a week-old kitten.

SOLDIER OF FORTUNE: GOLD EDITION
Publisher> Codemasters
Version> PAL **Issue**> #23 — 64
A PC port that's a fraction of the game it should be.

STAR TREK VOYAGER: ELITE FORCE
Publisher> Codemasters
Version> PAL **Issue**> #23 — 75
Frayed around the edges, but it plays tightly enough.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 — 86
Great multi-player, challenges and Level Editor.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 — 82
Excellent single-player mode. Fails badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> #17 — 80
Superb in places with some genuinely thrilling moments.

DRAGON RAGE
Publisher> 3DO
Version> PAL **Issue**> #23 — 43
Uninspiring, prosaic and lifeless.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 — 79
Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 54
Awkward controls, tiny arenas and spiteful difficulty.

ARMORED CORE 2: ANOTHER AGE
Publisher> Metro
Version> PAL **Issue**> #24 — 56
Bigger does not mean better – there's just more flaws.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 — 70
Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10 — 74
Lush battles and loads of strategy – a bit like chess.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 — 46
A derivative title that's very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> #16 — 63
Panic action that'll leave you grinning.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 — 84
BEST MECH TITLE Short, but intense battling action.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> #17 — 66
Next-gen reworking of Crash's 32-bit past glories.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 35
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 — 29
Stunningly basic and enormously dull... even for kids.

EVIL TWIN: CYPRIEN'S CHRONICLES
Publisher> Ubi Soft
Version> PAL **Issue**> #19 — 30
Commits every platform sin and the plot's utterly baffling.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13 — 79
This misses out on being a classic due to a repetitive structure and short lifespan.

FROGGER
Publisher> KCEA
Version> PAL **Issue**> #22 — 25
For easily impressed children only.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12 — 51
More playable and less 'weird' would've helped.

JAK AND DAXTER
Publisher> Sony
Version> PAL **Issue**> #18 — 85
BEST PLATFORMER Massive, gently enthralling and fun.

KLONOA 2
Publisher> Namco
Version> PAL **Issue**> #10 — 73
Visually beautiful with well-machined gameplay.

MAXIMO
Publisher> Konami
Version> PAL **Issue**> #20 — 84
Ace for hardcore gamers, but it is very tricky in places.

MONSTERS, INC.
Publisher> Sony
Version> PAL **Issue**> #19 — 41
Cunning use of cut-scenes don't make a decent game.

PETER PAN: LEGEND OF NEVERLAND
Publisher> Sony
Version> PAL **Issue**> #20 — 50
A decent adventure for pre-school sprogs.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> #16 — 55
Masks solid platforming behind unbalanced level design.

RAYMAN
Publisher> Ubi Soft
Version> PAL **Issue**> #18 — 48
It's a blend of racer/platform/shooter... and it's a right old mess, too.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 — 68
The characters are for kids, the gameplay's for adults.

SCOOBY-DOO: NIGHT OF 100 FRIGHTS
Publisher> THQ
Version> PAL **Issue**> #25 — 64
Competently designed, by-the-numbers platforming.

PUZZLE

AQUA AQUA
Publisher> SCI
Version> PAL **Issue**> #04 — 71
A solid, if slightly small, puzzler.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 — 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10 — 78
Proves that puzzle games don't have to be just slotting blocks together.

MR MOSKEETO
Publisher> Eidos
Version> PAL **Issue**> #22 — 52
Odd, boring and average. More strange than fun.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 — 78
Ultimately this is little more than a buffing up of the classic game.

TETRIS WORLDS
Publisher> THQ
Version> PAL **Issue**> #23 — 32
Pointless fingering of an old-skool puzzler.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> #16 — 60
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 53
If you're having a crap party then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> #11 — 81
Manages to mould RPGs into something refreshing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12 — 80
Smells of entertainment rather than drudgery.

EVERBLUE
Publisher> Capcom
Version> PAL **Issue**> #24 — 51
There's no excitement here at all. Put that cash away.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 — 35
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> SCEE
Version> PAL **Issue**> #23 — 91
BEST RPG The game that all the others want to be.

GRANDIA 2
Publisher> Ubi Soft
Version> PAL **Issue**> #23 — 45
Dated and dire. The good combat system is wasted.

JADE COCOON 2
Publisher> Ubi Soft
Version> PAL **Issue**> #22 — 70
Solid-enough critter-battling gameplay.

KINGDOM HEARTS
Publisher> Square
Version> NTSC **Issue**> #23 — 87
An enchanting action RPG, but a little too rambling.

KING'S FIELD: THE ANCIENT CITY
Publisher> Metro3D Inc.
Version> PAL **Issue**> #24 — 54
Moody and incompetent RPG – only for hardcore fans.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 — 56
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 — 80
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 — 70
A game with massive aspirations.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11 — 47
Encouraging, but looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11 — 18
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 — 40
A lazy banged-together rehash of established concepts.

ENDGAME
Publisher> Empire
Version> PAL **Issue**> #25 — 49
Hackneyed lightgun game with no replay value.

FIREBLADE
Publisher> Midway
Version> PAL **Issue**> #24 — 68
Thrilling early on, but slack gameplay in stealth mode.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10 — 86
Rammed with stuff to do, humour and significant extras.

IRON ACES 2
Publisher> Xicat Interactive
Version> PAL **Issue**> #20 — 17
A confusing travesty that looks absolutely terrible.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> #15 — 63
This is big, dumb knockabout fun that plays like a diet version of *Twisted Metal*.

POLAROID PETE
Publisher> JVC
Version> PAL **Issue**> #18 — 35
A bizarre scrolling 2D snapper that lacks any substance.

POLICE 24/7
Publisher> Konami
Version> PAL **Issue**> #19 — 49
Only a pathetic 14 minutes long in Story mode.

REZ
Publisher> Sony
Version> PAL **Issue**> #18 — 66
Clever, but not half as innovative as it thinks it is.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> #16 — 67
After an evening with this you'll have had your fill.

STAR WARS: JEDI STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #22 **80**
Accomplished, attractive, plot-driven and bloody good fun.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> #16 **78**
A fantastic coin-op conversion.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> #14 **70**
An explosive charge into occupied territory.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 **67**
Limited, low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> PAL **Issue**> #13 **80**
Fast and frenetic – we like the way this sick carnage plays.

UNDERWATER UNIT
Publisher> Irem
Version> NTSC **Issue**> #25 **62**
Attractive and playable aquatic combat.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> #11 **29**
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> #15 **65**
Thorough and insightful, but could get up your nose.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you.

SPORT

2002 FIFA WORLD CUP
Publisher> EA
Version> PAL **Issue**> #22 **71**
Nearly great but too much focus on individual flair.

AKIRA PSYCHO BALL
Publisher> Bandai
Version> NTSC **Issue**> #25 **47**
A ball-breakingly average pinball sim.

AGGRESSIVE INLINE
Publisher> Acclaim
Version> PAL **Issue**> #24 **83**
Very entertaining. Almost a contender to the *Hawk* crown.

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> #10 **72**
A quality two-player game of hardball.

ALL-STAR BASEBALL 2003
Publisher> Acclaim
Version> PAL **Issue**> #23 **74**
Impressive gameplay, but a little pedestrian.

BASS STRIKE
Publisher> THQ
Version> PAL **Issue**> #18 **64**
A bit ropey looking and retro but competent.

CENTRE COURT HARDHITTER
Publisher> Midas
Version> PAL **Issue**> #19 **62**
Poor one-player – the four-player is ace, though.

CRICKET 2002
Publisher> EA
Version> PAL **Issue**> #18 **41**
A real ham-fisted effort that's rotten to look at and play.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> #14 **76**
Bugs aside, this still has some impressive moves on PS2.

DAVID BECKHAM SOCCER
Publisher> Rage
Version> PAL **Issue**> #24 **24**
A tragic attempt at a footie game. Barely playable.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Solid, but let down by unforgivable graphical glitches.

ESPN NBA 2NIGHT 2002
Publisher> Konami
Version> PAL **Issue**> #24 **72**
Great graphics, but it still lags behind the NBA series.

ESPN INTERNATIONAL TRACK & FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS
Publisher> Konami
Version> PAL **Issue**> #20 **55**
Immaculate presentation but lacking in any variety.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
Bang-up-to-date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> #15 **62**
A flawed compromise of reality and fantasy.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2
Publisher> Konami
Version> PAL **Issue**> #20 **69**
The authenticity's admirable, but the poor Career mode isn't.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> #16 **69**
Flawed play and patchy presentation.

G1 JOCKEY
Publisher> THQ
Version> PAL **Issue**> #22 **39**
Joyless horse racing sim, without polish or imagination.

HIGH HEAT MAJOR LEAGUE BASEBALL 2003
Publisher> 3DO
Version> PAL **Issue**> #24 **71**
An arcadey alternative to *All-Star*.

INTERNATIONAL CUE CLUB
Publisher> Midas Interactive
Version> PAL **Issue**> #24 **56**
No PS2 magic here, but at £15 a pop, who cares?

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> #12 **07**
A simply rubbish game, repackaged and aimed at young fans. Arse.

ISS2
Publisher> Konami
Version> PAL **Issue**> #22 **55**
Full of promise, but delivers a poor performance.

JONNY MOSELEY MAD TRIX
Publisher> 3DO
Version> PAL **Issue**> #20 **38**
About as mad as a pair of brown brogues. Very dull.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Compromised by some nasty graphical glitches.

LAKEMASTERS EX
Publisher> Midas Games
Version> PAL **Issue**> #22 **36**
Half the price of *Bass Strike*, and half the game as well.

LEGENDS OF WRESTLING
Publisher> Acclaim
Version> PAL **Issue**> #18 **71**
For veteran 'smart marks' – fantastic. A worthwhile effort.

LE TOUR DE FRANCE
Publisher> Konami
Version> PAL **Issue**> #23 **75**
Engaging, but not to everyone's taste.

LMA MANAGER
Publisher> Codemasters
Version> PAL **Issue**> #22 **86**
The best football management sim you can get for PS2

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> #15 **87**
If you own *Madden 2001*, it's definitely time for a trade-in.

MIKE TYSON HEAVYWEIGHT BOXING
Publisher> Codemasters
Version> PAL **Issue**> #23 **61**
No match for *Knockout*.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 **72**
A mostly successful translation.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> #17 **70**
Legible tattoos don't enhance a simple roster update.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 **70**
As fun as the *NBA Jam* series ever was.

NBA STREET
Publisher> EA
Version> PAL **Issue**> #11 **74**
A funky take on basketball that's hard-hitting instant fun.

NEXT GENERATION TENNIS
Publisher> Wanadoo
Version> PAL **Issue**> #25 **61**
Not the greatest tennis game ever, and hard work.

NHL 2002
Publisher> EA
Version> PAL **Issue**> #15 **70**
The gameplay's tight and the visors shiny.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> #16 **72**
A belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Skimps in the areas it should be concentrating on.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> #16 **95**
BEST FOOTBALL TITLE Faultless footy. Crap commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
Boxing that looks good and makes you laugh.

RED CARD
Publisher> Midway
Version> PAL **Issue**> #23 **80**
Arcade-paced action – not as good as *Pro Evolution*.

RUGBY
Publisher> EA
Version> PAL **Issue**> #10 **80**
A damn fine – if a little simple at times – game of rugby.

SALT LAKE 2002
Publisher> Eidos
Version> PAL **Issue**> #19 **39**
None of the punch of an arcade game or any of the substance of a sim.

SHAUN PALMER'S PRO SNOWBOARDER
Publisher> Activision
Version> PAL **Issue**> #18 **35**
Lacks the flair and playability of both *Tricky* and *THPS3*.

SMASH COURT TENNIS: PRO TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #23 **87**
Up there with the best sports titles on PS2.

SLAM TENNIS
Publisher> Infogrames
Version> PAL **Issue**> #25 **77**
Smart arcade-style tennis sim – similar to *Virtua Tennis*.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> #16 **95**
Very cool. Compulsive gameplay and riotous effects.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
A round of golf with ludicrous cartoon characters.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Capable of running itself without any help from you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> #14 **71**
Deceptive playability with some excellent detailing.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> #17 **96**
A trick-packed, brilliantly-realised challenge.

TOP ANGLER
Publisher> Xicat Interactive
Version> PAL **Issue**> #22 **22**
Don't waste your cash – this plays like a damp dog.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> #12 **56**
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02
Publisher> Take Two
Version> PAL **Issue**> #18 **48**
A competent footy game overwhelmed by irritating flaws.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> #14 **80**
This realistic boxer falls just short of greatness.

WINNING ELEVEN 6
Publisher> Konami
Version> NTSC **Issue**> #24 **93**
The most divinely-balanced, free-flowing footie game ever.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> #14 **76**
Captures the atmosphere and realism of the game.

WTA TOUR TENNIS
Publisher> Konami
Version> PAL **Issue**> #23 **36**
Woefully inept attempt at tarting up dull tennis.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> #15 **76**
Overflowing with tactical subtlety.

ARMY MEN R.T.S
Publisher> 3DO
Version> PAL **Issue**> #24 **56**
The one-dimensional combat melts any long-term appeal.

COMMANDOS 2: MEN OF COURAGE
Publisher> Eidos
Version> PAL **Issue**> #24 **79**
A gripping balance of action and strategy.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 **74**
Takes Japanese strategy into the major league.

KESSEN 2
Publisher> KOEI
Version> NTSC **Issue**> #20 **66**
Looks epic but lacks depth. One for RTS fans.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> #10 **90**
If there's music in your soul, this disc belongs in your PS2.

MUSIC MAKER
Publisher> FastTrak
Version> PAL **Issue**> #19 **23**
Poorly executed. But the naff video generating element's a laugh. Unleash the dancing cops...

REMEMBER...

Absolute PS2 is fat with games, including all the games you should be considering and all the lemons that you should steer well clear of. You shouldn't even consider a purchase until you've got the only opinion on PS2 gaming that matters. Don't forget to see the DVD for our must buys...

COMMUNICATION FAILURE...

With the PS2 network coming to fruition we'll all soon be able to play all kinds of games against like-minded gamers all over Europe! Question is: Do we all want to?

GAME 1

THE SCENE:

A soldier, daubed in blood and green paint hacks his way into a small clearing. He approaches a hovering, rotating 3D representation of a headset. Of the type worn by telesales staff. Or Alan Partridge. He walks into the glowing headset and is transported to a camouflage-painted option screen. A line of ones and noughts scroll along the bottom and names flicker in a box too quickly to read.

Player 1: "Right, I'll just plug this thing in and... Hello?... Hello?... Is there anyone there? [Adjusts switch] Hello?... What about now? *[Rotates small dial]* Hello?"

Player 2: "JESUS CHRIST!"

Player 1: "Hello?"

Player 2: "JEESUS! I'M FRIKKIN' DEAF!"

Player 1: "Sorry?"

Player 2: "I'm frikkin' deaf here! Turn the frikkin' volume down!"

Player 1: *[Rotates small dial back the other way]* "There. How's that?"

[There is a brief, but deafening crackle that sounds very much like someone being electrocuted in the head. Then... nothing.]

Player 1: "I said, 'How's that?'"

[One hour later]

Player 1: "Hellllooooo?"

[There is a crackling sound]

SOCOM AS YOU ARE: Working as a team with blokes called Doom-monger? As if.

Player 3: "Hellooo."

Player 1: "Thank God! I was beginning to think I was the only one!"

Player 3: "Hellooo."

Player 1: "Where are you from?"

Player 3: "Hellooo."

Player 1: *[Confused pause]* "Can you here me? Turn the dial!"

Player 3: "Hellooo."

Player 1: "Turn the dial! TURN THE DIAL!"

Player 3: "Hellooo."

Player 4: "'Allo?"

Player 1: "Hello! I can hear you! Can you hear me?"

Player 4: "Oui, you Eengleesh?"

Player 1: "Yes!"

Player 4: *[Mutters]* "Merde."

Player 3: "Helloooo!"

Player 1: "You can all hear me! Thank Christ!"

Player 5: "Yo! Dudes! Wassup? *Waaaasssssaaaaahhhhhp!*"

Player 1 and 4: "..."

Player 3: "Hi! My name is Jan! I am from das Vaterland – I am sorry, GERMANY!"

[There is an incomprehensible mumbled mess as everyone speaks at once – quickly followed by an embarrassed silence as everyone waits for the other to speak. Player 5 decides to break the silence.]

Player 5: "Shit off!" *[Sound of a group of boys giggling]*

Player 2: "Vurry fahnny. Shall I chooze ze moode un game?"

Player 5: "You French?"

Player 2: "Oui."

Player 5: "Up yours, baguette boy!" *[Collapses laughing]*

Player 2: "Now look here, that's not on. Sorry about him everyone. He's... *[apologetically]* English..."

Player 5: "Let's get it oohhhn... Shi... *[muffled]* Not now, Mum... I'm just about to... It's Darren's turn... It's DARREN'S TURN!"

[There is a crackle. Player 5 disappears from the screen]

[An hour passes]

Player 1: "I suppose we should all get to know each other, my name's Dan. What are your names?"

Player 3: "Jan."

Player 4: "Sebastien.."

Player 5: "Nightslayer!"

Player 1: "Oh Christ..."

[An hour later]

Dan: "Right. We're all here. They're over there. You go round to the right and I'll go up the middle to flush them out."

Sebastien: "'Oo? Moi?"

Dan: "No not you, *you!*"

Jan: "Me?"

Dan: "No – idiot bloke. Nightmonger or whatever you're called."

Nightslayer: "You talking to me? Sorry, I was just cracking one off."

Sebastien: "'Ey! Watch oo it is zat you are shooteeng!"

Jan: "I'm not doing the shooting?!"

Sebastien: "'Oo's shooteeng?"

Dan: "Stop shooting!"

Nightslayer: "He's in the bush!"

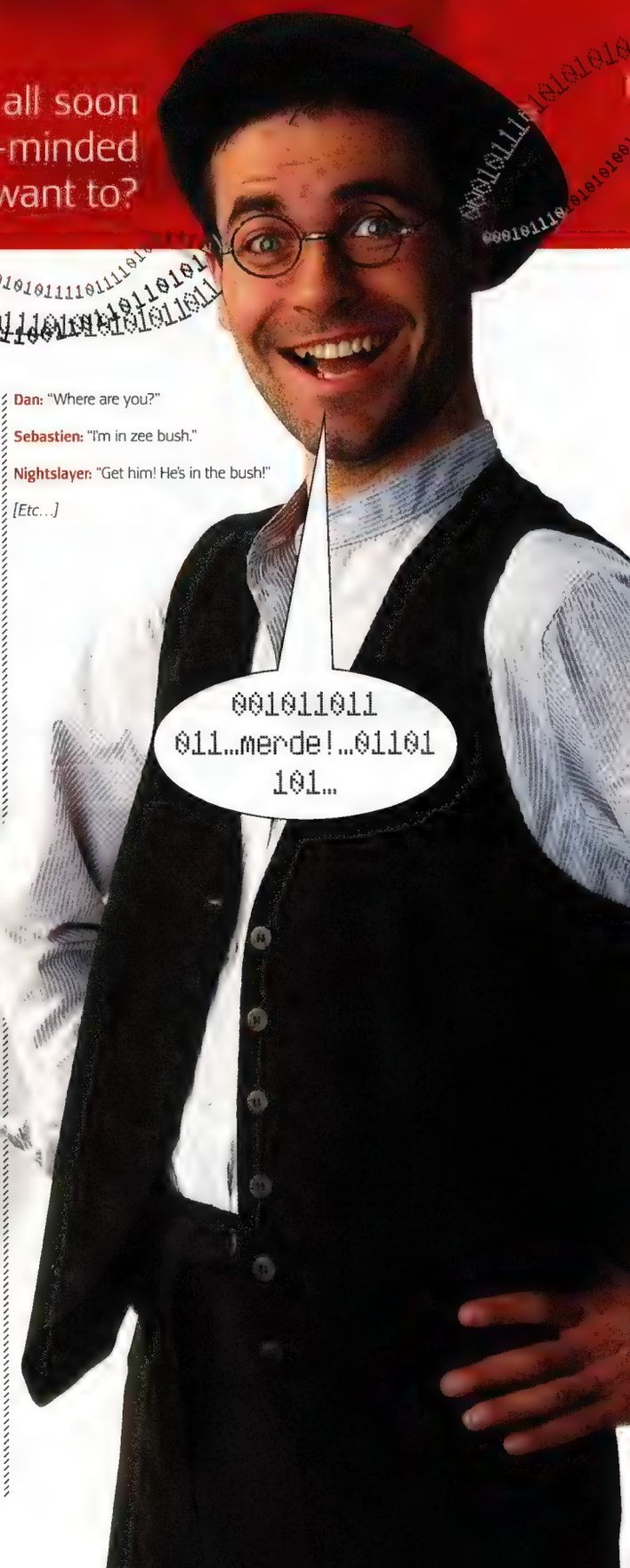
Sebastien: "Stop shooteeng!"

Dan: "Where are you?"

Sebastien: "I'm in zee bush."

Nightslayer: "Get him! He's in the bush!"

[Etc...]



GAME 2

THE SCENE:

It's almost too dark to see. Through the gloom you can make out a small low table, a chest of drawers and some barrels lined up against a wall. You quickly realise that you are in the type of small single-roomed cottage they have at the start of all RPG games. You catch sight of yourself in a shard of broken mirror supported by the skull of a long extinct vole. Or was it a rat? You're wearing a rather embarrassing smock-like tunic that makes you look like a village idiot.

Player 1: "Whoa, so this is it then. I'm actually here!"

Player 2: "Yes, you are."

[Spins round in surprise to see another elf, identical to himself]

Player 1: "Who said that?"

Player 2: "I did."

Player 1: "Good heavens. You gave me quite a start. What are you doing here?"

Player 2: "Hiding"

Player 342: "Yes, we're all hiding"

Player 1: "Christ! Who said that?"

Players 2-527: "WE DID."

[Turns to discover over 500 elves all identical to himself hiding in the darkness]

Player 1: "Christ! What are you all doing in here?"

Player 296: "You can't make us go outside!"

Player 1: "Pardon?"

Player 442: "YOU CAN'T MAKE US!"

Player 1: "Yes, yes, OK. But why don't you want to go outside?"

Player 442: "There's big blokes"

Player 342: "With clubs."

Player 1: "Don't be stupid."

Player 296: "There is!"

Player 442: "DON'T GO OUTSIDE!"

Player 1: "Oh, come on now. This is pathetic. You mean to say that after paying £40 for the game, god knows how much for your hard drive and network adapter, AND shelling out a monthly fee or two to make it all work, you're *still* trapped in the hut at the start of the game?"

[Long pause]

Players 2–527: "Yes..."

Player 1: "That's pathetic! Well I'm off to save some princesses, kill some monsters and... and... look, just get out of my way. You're all sad losers! You hear me? Losers!"

[Player 1 steps outside and is instantly beaten to death by a large gang of level 92 trolls that have been waiting by the door]

QUEST WE FORGET: You're always going to be vulnerable to more - ahem - *committed* gamers than yourself.

GAME 3

THE SCENE:

A grassy knoll somewhere in a mystic RPG land. A particularly tall elf stands with his back to the camera. He is repeatedly picking up barrels and smashing them against a tree. Suddenly there is a rumbling. A stage 16 siege tower is wheeled over the lip of the knoll by a small army of orcs. There at the top stands a mighty wizard – called Stuart.

Stuart: "Hey down there! Would you like to join my party?"

Elf: "You can knob off! I saw them first!"

Stuart: "What?"

Elf: "The barrels! The freakin' barrels! I smashed one six months ago and it had some gold in it. I've been smashing them ever since. And you know what?"

Stuart: "What!"

Elf: "NOT A SAUSAGE! Not even a poxy bit of mana! What bastard put that gold in that barrel in the first place? He's a sick man, I'm telling you!"

Stuart: "Err, yes..."

Elf: "SICK!"

Stuart: *[Cough]* "Ah, but erm... my, um, mighty elfin warrior chum, I may have details of a quest which may, erm... make you cheer up a bit."

Elf: "Like what?"

Stuart: "I plan to journey over that far snowy plain to seek out and kill a one-eyed beast who guards – so legend has it – a huge hoard of rubies!"

Elf: "No you're not."

Stuart: "Yes I am."

Elf: "No, actually, you're not, I've killed him already."

Stuart: "Balls."

[An hour passes]

Stuart: "Any rubies?"

Elf: "Not a sausage."

Stuart: "Balls."

[An hour passes]

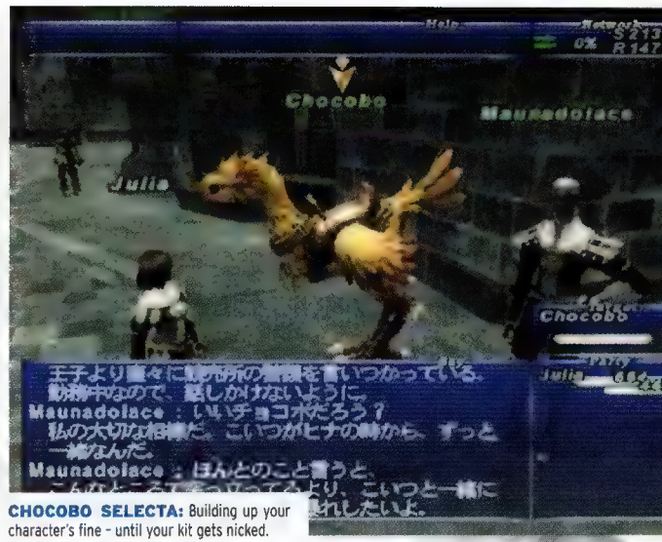
Stuart: "You can still join my party."

Elf: "What level magic have you got?"

Stuart: *[Proudly]* "Thirty-seven!"

Elf: "Utter balls."

Stuart: "No, really, I have!"



CHOCOBO SELECTA: Building up your character's fine - until your kit gets nicked.

Elf: "You don't *look* like someone who's got 37."

Stuart: "Look at my bloody siege tower! They don't just give these away to anyone y'know."

[The elf pauses for a while – Stuart may have a point.]

Elf: "Prove it."

Stuart: "OK, I'll put down my magic staff to show you. *[Puts down staff]*. There, see?"

[In an instant, the elf runs in and steals the discarded staff]

Elf: "Heeeeey, nice staff!"

Stuart: "OK, put the staff down."

Elf: "Whoa, this thing's amazing!"

Stuart: "OK, give me back my staff."

Elf: "Jeez, you must have been a level 37 at least. This thing can do all kinds of shit."

[The elf turns Stuart into a barnacle]

Stuart: *[In a very small voice]* "Please can I have my staff back?"

THE UK

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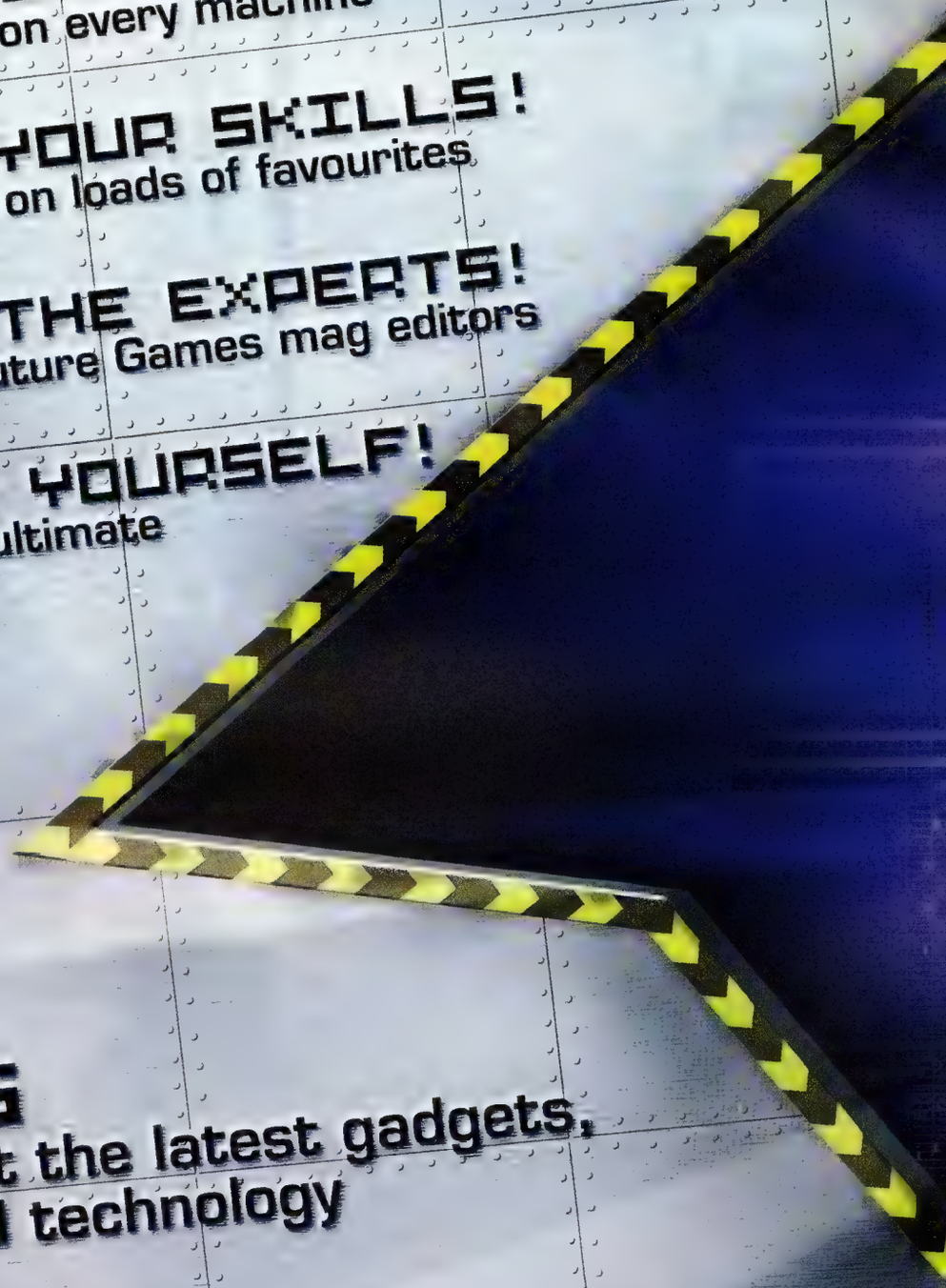

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PLAYSTATION.2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

トクセンジョウホウ

WHADDAYA WANT? YOUS WANT TIPS? WE GOT TIPS. A WHOLE LOTTA TIPS ROUN' DA BACK...

DAN

So are you a 'play faster', or a 'get more' patron of Pro Tips? Or perhaps you only ever dip into the shadowy realm of the cheat when a game starts stretching your brain like tepid BlueTac. Or maybe you just want to be the first out of your mates to say you've clocked the latest chart topper – to which we say, "Lap up that drip of kudos you sad, rich, soulless super-sucka." (You know who you are. Yes, *you*.)

Here on PSM2 we're a mixed bunch. Just look at the results of a recent office survey: while none of us actually condone the use of tips for tips sake, nearly all of us have crossed over to the dark side. Esther and Jonnie are the 'only when I'm frustrated' types – Esther still rocking and murmuring about the control room button in *'Splitters*. Milf, on the other hand, had a nasty experience when he lost his memory card in a game of Cribbage – boy, was he glad we ran those level skips for *Sarge's Heroes* in issue 12. Marcus is a man who likes to get more from his games once he's completed them, while Joel and myself never sully our reputations with such things. If a game causes you untoward frustration, then it's not worth the effort, what?

NEED HELP?

Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

So, a diverse range of responses from a selection box of gamers. Which is why we try to ensure Pro Tips always has a little something for everyone. This month for you 'get more' types, the final whistle's blown on *FF10* while even you 'quick fix' gimps are catered for as we cut both *WWF Smackdown!* and *SSX* down to size. See, we don't discriminate here, we just give, give give.

PSM2 PRO TIPS ARE POWERED BY ARE V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

FREEK AT THE KNEES : The game that'd turn Gareth Gates into a potty-mouthed sailor... tips below.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Hotter than a baby stuffed with Jalapenos, wrapped in clingfilm and left out in the sun. Don't try this at home.

FREEKSTYLE

Like whooping? Suing people? Sports where someone scores every three seconds? Spelling 'colour' without the 'u'? Then – ah-ha! – you're probably an American – and you'll love *Freekstyle*. Otherwise, all these codes will do is decrease the sense of rage when you're clanging off a hoop for the 40th time.

flysolo – No Bike Mode
populate – Unlock All Characters
trakmeet – Unlock All Tracks
wheels – Unlock All Bikes
yardsale – Unlock All Outfits
loksmith – Unlock Everything
wtchkprs – Slow Motion / Blur Mode
allfreek – Always "Freekout" Time

ENDGAME

Ironically enough, you'll probably 'end' it in about, oooh, two hours of concerted play. And it's a game. Still, if you so wish, there's always the option to complete it again – only with an exponentially better gun. Hunh?

Unlock Arcade Mode
Complete the game once.

Unlock Country Challenge
Complete a country in the game and that stage will be available to select in Country Challenge mode.

Unlock Episode Two in Mighty Joe Jupiter Mode
Complete all the Easy Levels in Cadet Training mode.

TIP OF THE MORNIN'

STUNTMAN

No – don't look. *Don't*. If we give you this cheat for *Stuntman*, there's no way you'll be able to resist using it. So look away now. Enter your name as Bindl (that's big 'i', not l, cheaty) and you can ruin the entire game that you've just paid 40 quid for. Happy?

Unlock Episode Three in Mighty Joe Jupiter Mode
Complete all Normal Levels of Mighty Joe Jupiter.

Unlock Music Jukebox
Complete The Mighty Joe Jupiter Trilogy.

Unlock Hyper Arcade Mode
Complete Arcade Mode with the Shot Gun.

Unlock Machine Gun for Arcade Mode
Complete Arcade mode, and the Machine Gun will be available to select for the next game. This weapon has 20 ammo and rapid fire.

Unlock Cane Gun
Complete Arcade Mode with the Machine Gun – the Cane Gun's got unlimited ammo.

Unlock Shot Gun
Complete Arcade Mode with the Cane Gun.

Unlock Mirror Mode
Complete the game once. When enabled, the entire game play screen will be backwards, except for your score, bullets, time and lives.

ARMY MEN RTS

Cheat like a small child with a fistful of plastic grunts and a magnifying glass.

STSSXO – Randomly change the colours of the teams on the map
TOSXTS – Get 5000 plastic
SSXTXS – Super strong player team
TTXSTT – Super strong enemy team
OSOSTT – Drop some paratroopers
SSSTOX – Get lots of resource from dumptrucks

THE LIVING END : Look, it's not difficult, so only use these cheats if you lose an arm or go blind.

TSOXTX – Get 2000 energy
STLLTS – Get a surprise...

WAY OF THE SAMURAI

Live by the sword... blah blah blah. Incidentally, the following codes will work on the easy-to-understand Yank version.

Restore Health
Press START to go to to the sword menu. Hold L1 + L2, then press ↓, ↑, ↓, ↑, →, ←, ◎.
This'll restore your health to full.

DUEL BE ALRIGHT: Cheat to make the samurai's eyes flash. Good at discos, rubbish at traffic lights.

Sword Hardness +1
During the game press START. Equip the sword you want to be harder. Hold R1+R2 and then press →(x2), ←(x2), ↓, ↑, ◎.

USA Eye Flash
Hold down L2 + L1 while rotating the left analog stick in a circular motion – after completing seven circles, your eyes will flash, and keep flashing after every two extra circles.

WALKEN BACK TO HAPPINESS

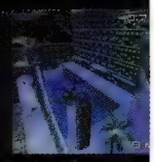
Hmm. Let's let this one speak for itself, then. "Hello... y'know, you can't tell from my... stony expression... but I'm very happy today. Why? Because for three years, in Charlie's prison camp, I've had this cheat for *Smuggler's Run 2* up my as... smuggling, see? And now, little man... I give these cheats to you. To make your car invisible, pause the game and press the following: R1, L1, L1, R2, L1, L1, L2. Owww Woo!"

NEXT MONTH: WALKEN IN A WINTER WONDERLAND

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2
You must enter the M code for these AR2 codes to work.

JONNY MOSLEY MAD TRIX (M)
0E3C7DF2
1853E59E
EE8EF236
BCCE861A



Massive Score DEA4C9BA 0A1706AB	Infinite Time DEBC4396 FEBF82E3

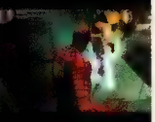
JADE COCOON 2 (M)
0E3C7DF2
1853E59E
EE89462E
BCA99C80

Max Reputation CE775E02 BCA9C292	BCA99A82 Carry Up to 8 Beasts FE775E0A BCA99B8B
Inf Yens CE775E06	

BRITNEY'S DANCE BEAT (M)
0E3C7DF2
1853E59E
EE9EF5A2
BCD404AA

Inf Points CEA97CDE BCA99A82 CEA9779A BCA99A82	Scenes+vids CEA9775E BCA99B8C CEA977A6 BCA99B8C CEA977AE
Unlock All	BCA99BB3

SPIDER-MAN (M)
ECBC59F4
148CE0F4



Play as Scientist 3D034238 1456E7A6	Play as A Ross 3D034228 1456E7A6
NB: To unlock costumes you must play one game first	Play as Peter Parker 3D034320 1456E7A6
Play as Thug A 3D03423C 1456E7A6	Play as Thug B 3D034240 1456E7A6
Play as The Shocker 3D034234 1456E7A6	Play as Thug C 3D034244 1456E7A6
Play as Maryjane 3D034230 1456E7A6	Play as Captain Stacey 3D034248 1456E7A6
Play as Green Goblin 3D03422C 1456E7A6	Play as Matrix guy 3D03424C 1456E7A6

TEST TAZ

Confusion. Rage. Dribble.
And that's just your letters...

SWEETER PARKER: It's better to sometimes stand back, rather than wade in webs flying.

WHOOPEE!

Dear PSM2,

I've almost completed *GTA3* and need help finding two cars: Mr Whoopee and the bus. Can you help?

Paul Mcleod, via email

No problem. The bus can usually be found in the Aspatria/Rockford area on Staunton island. If that fails, try the Chinatown vicinity in Portland. Mr Whoopee's a little bit harder to track down, and can only be found in the Cedar Grove area in Shoreside Vale. If you're struggling, drive a Moonbeam (commonly found by the Hospital in Staunton/Rockford) to attract Mr Whoopee. Don't know why, but it works.

Hmm. Hmm ... HMMM.

SEEING GREEN

Dear PSM2,

I'm having a few problems with *Spider-Man*. In the scene with the Green Goblin, after he's chucked his razor bats, he just gives me a kicking whatever I do. Help!

Matthew Wagner, via email

The problem might lie with your approach – it's almost impossible to hit the Green Goblin when he's on his glider. The trick is to get above him, and drop towards him while holding ⊗. You should be able to land on top of the Goblin and reign in about five hits. When the Goblin eventually jumps off his glider, don't be lured into hand-to-hand combat. Just stand at a distance and keep hitting him with impact webbing.

Hmm. Hmm ... grrr, HMMM. Gwah! Vrrrrrrr ...

ROCK OF AGES

Dear PSM2,

As an older Playstation owner, I bought *Legends of Wrestling* for a blast from the past and to recapture my youth. While it was a shame to see a few old favourites missing, my real problem is with the finishing moves. How do you do them? It'd be great if you could print a list.

T Hodgkin, Leicester

Sorry, we haven't got room for a full list, so you'll have to make do with the office favourites. Most finishing moves use the ISP (Intermediate Starting Position) system, which allows you to link moves together and counter realistically. When the ISP system is active, a square icon flashes in the on-screen grapple bar. Here goes: Hulk Hogan – perform a Running on Ground Side Attack, Running Leg Drop and press the right Analogue stick (used to access all finishing moves/taunts). Jimmy 'Superfly' Snuka – Superfly Leap, TB Ground Dizzy Attack, right stick. Ricky 'The Dragon' Steamboat – Flying Crossbody, On TB Standing Dizzy, right stick. 'Million Dollar Man' Ted Dibiase – Million Dollar Dream, Full Nelson ISP (rear grapple, press ◎), right stick. Rob Van Dam – 5 Star Frog Splash, TB on Ground Dizzy Attack, right stick.
Hope this helps.

Vrrrrrrr ... Smash! Clatter! WALLOP! Gnphh, urk. GRRR! ... Vrrrr ...

RINGS OF A DOVE: Squeezing an opponent's jubbly, however, probably won't gain you any points.

PEDAL TO THE MEDAL

Dear PSM2,

Help! I'm stuck on *MOH:Frontline*. I'm going for the gold star on every level, but I can't get gold on the level called Derailed. I've tried my best to find the remaining guards but to no avail. I've backtracked through the level God knows how many times, and stood still to see if I get shot at, but nothing. Please help. Is there a secret place full of guards? (I've killed all the blokes in the hanger with the vital supplies in the carriage). Help, PSM2, before I pull my hair out!

Sam Jewell, Hampshire

BACK-MEDALLING: Take your time through each area – patience is a virtue.

Just be methodical. Never leave an area until the gunfire has stopped completely – it means all the guards are dead. There's one tricky section where you trip an alarm and it's easy to run past without shooting everyone, so take your time.

GRRRR! ... splutter ... Vrrrr ...
What? Above my top lip? Thanks ...

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If you've got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

MAT HOFFMAN'S PRO BMX 2: Use Down and L1 or R1 for a power skid, to pick up obstacles. And use wall rides: Press △ near the wall and push the D-pad in the required direction to pedal and earn height.

E-JAY CLUB WORLD: If you don't want your records to sound like the ungodly marriage of Ian Van Dahl and a school community choir, don't use the vocal samples – they're rubbish. Go for the full Carl Cox – not, er, a big bald head, that is.

ICO: Stuck at the windmill? Chances are you're wasting your time trying to climb the sails. Don't bother – the only way to climb the windmill is via the ledge at the front of the building. Simply edge your way round to ascend.

FREQUENCY: If you're struggling to keep up, try to focus on one section at a time and don't move on until you've perfected it. Always make an effort to nail the autocatchers as they're invaluable as the beat speeds up.

GITAROO MAN: A common mistake is to focus on the music and forget to keep your eye bang in the middle of the screen. The defence sections usually follow a defined rhythm, so try to discern it as soon as possible.

MEDAL OF HONOR FRONTLINE: Did you know you can shoot the cargo crates in the dockyard, so that they fall on the enemy below? Simply target the supporting cables with the sniper rifle and zoom right in to make the shot.

DEUS EX: After you've met up with Paul in his apartment, and taken the train to Battery Park, you're confronted by Agent Hermann. Don't fight him – it's a complete waste of ammo and you can't win.

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Games Master

NGC

PC GAMER

PSM2

PlayStation 2 OFFICIAL MAGAZINE-UK

XGAMER

Official UK PlayStation Magazine

EDGE

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of gaming masters. Sharpen your blowpipe and buff your throwing star – you're about to go up against PS2's finest fighters...

NEW LEAGUES

WIN! ACTION REPLAY *Tony Hawk's is still where the actions at, but skilled warriors are moving in to take control of the new MGS and GTA3 tables and earn their place in the Dojo... Can you beat them?*

PROVE YOUR MASTERY!

Being a Ninja isn't easy. Merely finding out what qualifications you need or getting a couple of weeks work experience can be a real nightmare. Fortunately being one of PSM2's Pro Dojo Ninjas is rather easier. And there's none of that breaking tiles with your face business either.

Simply follow the guide below. It will help you get your score printed on these pages, and your face preserved forever on crisp DVD. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements each month with Action Replay 2 cartridges. **PSM2**

HOW TO BE FAMOUS!

1. Be really good at one of our challenge games. Have a look over the next four pages, read what the challenge is and decide if you can do better. If you can't even beat our tenth place offering, forget it... We only want new chart entries, and we update our listings every month.

2. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs and you should see your PS2 lurking on one of them.

3. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start recording and play your replay or begin playing the game. Do your best and when you're done, record the high-score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label on the tape (or stick a piece of paper on it).

4. Almost done. Now get a picture of yourself. Any picture. Naked. Fully clothed. We don't give a monkeys. You won't get in our Star Dojo players column (opposite) without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back of the photo to ensure our postal computer doesn't lose it.

5. Fill in the form at the end of the section. We do accept photocopies (we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope and post the lot to us. Good luck.

PRO DOJO CHECKLIST: BINGO!

✓ Photo ✓ Video ✓ Entry Form

The address is: Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

The closing date for entries is Friday, 30th August. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

SSX TRICKY

Über boards, full stats and the best characters seem to be a standard in this league – and the phenomenal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,557,780	Jonathan Minott	1'47"93	Austin O'Toole
	1,532,140	Austin O'Toole	2'05"10	Frederick Astier
	1,552,920	Alex Sandison	2'06"55	Alex Duffy
Elysium Alps	2,629,495	Sam Payne	3'28"39	Austin O'Toole
	2,591,760	Jeff Bell	3'28"38	Simon Baggott
	2,322,930	Amanda Offord	3'30"14	Frederick Astier
Merqury City	2,362,380	Austin O'Toole	2'31"26	Austin O'Toole
	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
Mesablanca	1,500,890	Alex Sandison	2'13"58	Austin O'Toole
	1,435,645	Austin O'Toole	2'25"43	Gareth Russell
	1,036,880	Amanda Offord	2'29"54	Andy Lyle
Tokyo Megaplex	2,409,945	Alex Sandison	2'26"44	Austin O'Toole
	2,198,630	Austin O'Toole	3'15"13	Dean Edwards
	2,187,640	Anthony Portch	3'21"68	Damian Lobbett
Pipedream	2,325,820	John Norman	Aloha Ice Jam	1'32"99 Austin O'Toole
	2,312,200	Anthony Portch		1'37"64 Alex Duffy
	2,000,001	Gareth Young		1'40"75 Carl Musgrove
Garibaldi	2,133,850	Alex Sandison	2'38"54	Austin O'Toole
	1,983,820	Austin O'Toole	2'39"54	Carl Musgrove
	1,947,200	Chris Abnett	2'40"43	Gareth Russell
Alaska	2,123,410	Alex Sandison	4'06"23	Andrew Stone
	2,075,255	Amanda Offord	4'14"21	Austin O'Toole
	1,837,801	Jeff Bell	4'23"56	Frederick Astier

GRAN TURISMO 3

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'27"744	James Gott
0'27"829	Tommy Willumsen
0'28"341	Dave Barnard
0'28"518	Colin Doran
0'28"866	Aedan Sherry

MIDFIELD RACEWAY

0'57"678	Freddy Jenssen
0'57"726	Tommy Willumsen
0'57"799	James Gott
0'58"249	Dave Barnard
0'58"397	Colin Doran

SMOKEY MOUNTAIN

0'57"861	James Gott
1'06"755	Sauli Leppanen
1'07"212	David Peacock
1'08"286	Tommy Willumsen
1'08"610	Dave Barnard

TRIAL MOUNTAIN

1'07"502	Freddy Jenssen
1'07"605	Tommy Willumsen
1'07"835	James Gott
1'08"124	Aedan Sherry
1'08"146	Colin Doran

SWISS ALPS

1'04"600	James Gott
1'09"134	Dave Barnard
1'14"534	Sauli Leppanen
1'15"065	Tommy Willumsen
1'16"087	David Peacock

BURNOUT

How fast can you go when there's traffic all around you? Only the fastest drivers can make it to the top of this leaderboard, so rev that engine and get going!

HILLSIDE PASS

1'41"078	James Merrett
1'43"253	Paul Griffiths
1'50"205	Sam Trent
1'50"835	David James
1'59"806	George Richards

USA MARATHON EX

5'37"456	Paul Griffiths
5'45"129	James Merrett
6'07"552	David James
6'09"004	Sam Trent
6'19"275	Phillip Richards

USA MARATHON

5'52"250	Paul Griffiths
5'59"222	James Merrett
6'15"009	David James
6'19"108	Sam Trent
6'31"010	Phillip Richards

COUNTRY CHAOS

1'42"728	Paul Griffiths
1'45"652	James Merrett
1'47"687	David James
1'49"248	Sam Trent
2'06"315	George Richards

NIGHT SHIFT

1'26"398	Paul Griffiths
1'29"964	James Merrett
1'36"277	David James
1'42"296	Phillip Richards
1'50"221	George Richards

GRIDLOCK USA

1'30"558	James Merrett
1'31"000	Paul Griffiths
1'37"289	David James
1'40"442	Sam Trent
1'44"657	Phillip Richards

CLIFF HANGER

1'45"219	Paul Griffiths
1'46"009	James Merrett
1'54"065	David James
1'59"774	Sam Trent
2'03"308	Phillip Richards

RUSH HOUR

2'05"778	Christopher Hill
2'12"550	James Merrett
2'15"043	Paul Griffiths
2'24"558	David James
2'29"000	Phillip Richards

INTERSTATE

2'19"240	Paul Griffiths
2'23"226	James Merrett
2'30"000	Sam Trent
2'33"776	David James
2'33"880	Phillip Richards

EURO MARATHON EX

3'42"674	James Merrett
3'48"994	Paul Griffiths
3'56"406	David James
3'58"005	Sam Trent
4'04"220	Phillip Richards

EURO MARATHON

3'47"100	James Merrett
3'56"228	Paul Griffiths
3'59"402	David James
4'03"222	Sam Trent
4'09"408	Phillip Richards

SUNSET RIVER

1'43"227	James Merrett
1'49"005	Paul Griffiths
1'55"885	Sam Trent
2'00"321	David James
2'03"665	Phillip Richards

TWILIGHT HARBOUR

2'08"445	Paul Griffiths
2'12"338	James Merrett
2'18"224	Sam Trent
2'26"889	David James
2'30"100	Phillip Richards

HARBOUR TOWN

2'02"226	James Merrett
2'10"225	Paul Griffiths
2'12"558	Sam Trent
2'18"005	David James
2'19"223	Phillip Richards

VIRTUA FIGHTER 4

First we'll see what your win rate is, then the person with the most wins will head the list for that rate. And tell us who your character is!

KUMITE MODE

Win Rate	Wins	Ranking	Character	
100%	1257	High King	?	David Peacock
98%	1137	xxx	Vanessa	Dean Cash
98%	1056	xxx	Shun	Johnny Martin
97%	1122	xxx	Kage	Gareth Young
92%	978	xxx	Lion	Sam Vincent

DEAD OR ALIVE 2

How many wins can you manage in Survival mode? And how quickly can you win in Time Attack mode? Come on, fight!

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
47 Wins	Stephen Rutter
43 Wins	James Cosgrove
31 Wins	David Johnson

TIME ATTACK MODE

1'14"72	Jan M de Vlas
1'17"27	David R Holt
1'24"42	Miles O'Owyers
1'25"97	David Peacock
1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

9,826,055	Simon Brett
7,392,910	Steve Moran
5,514,274	Stuart Hurst
5,452,876	Per Andersson
5,067,758	Craig Skelly

CANADA

8,283,247	Simon Brett
7,787,342	Steve Moran
7,526,639	Andrew Sandilands
6,532,688	Mathew Lewis
5,677,013	Matt Massara

RIO

11,007,304	Per Andersson
9,615,004	Simon Brett
7,549,207	Gordon McTurk
7,392,041	Kris McMurchie
7,388,979	Mathew Lewis

SUBURBIA

9,287,799	Simon Brett
8,104,749	Andrew Sandilands
6,374,004	Steve Moran
5,514,232	Matt Massara
4,070,845	Gordon McTurk

AIRPORT

18,828,702	David Reynolds
16,469,419	Thomas Brasher
15,282,580	Matt Massara
14,200,000	Mark Bass
13,463,113	Per Andersson

TOKYO

8,191,865	Simon Brett
7,814,291	Alex Farrell
6,603,609	Steve Moran
5,920,524	Gordon McTurk
5,470,551	Mathew Lewis

L.A.

10,296,359	Alex Farrell
9,016,509	Per Andersson
8,335,844	Simon Brett
8,273,009	Steve Moran
7,392,064	Kris McMurchie

CRUISE SHIP

10,359,032	Simon Brett
9,176,116	Alex Farrell
7,257,070	Mathew Lewis
7,255,330	Per Andersson
6,207,549	Matt Massara

SKATER ISLAND

10,029,387	Andrew Sandilands
9,190,528	Simon Brett
7,876,982	Steve Moran
6,269,681	Matt Massara
6,049,948	Craig Skelly

PRO-DOJO

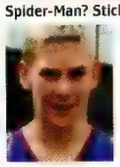
"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

IN THE DOJO

›PLACES FOR FACES

THEO LITSTON

Spider-Man? Stick insect, more like...



Versatile Theo's done well in several games. And basketball, judging by the photo he sent us. If he ever fancies putting on weight, our lard-lads will donate.

ALEX SANDISON

It's the magic number...

We had three entries from Alex this issue, all of them good enough to get on the tables. He's very serious about this 'having fun' business, you know.

STEVE 'TUBS' MORAN

Hawk's shooting

You wouldn't know it to look at his expressionless face, but Steve's actually done very well at *THPS3*. Now smile, man, *SMILE!* We're sending you a prize.

SEAN BEDFORD

Emergency service

Yup, *State of Emergency* hasn't been in the Dojo long, but Sean's already doing his bit to put everyone else under pressure. Good work, that man!

DAVID PEACOCK

Media tart

David's so highly skilled, he won our official *FIFA* competition, representing England at the *FIFA* World Cup. He's also good at *TimeSplitters*.

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

METAL GEAR SOLID 2: SONS OF LIBERTY

No, you don't need to record ten hours of fighting – just send us your best times on the boss battles.

BOSS BATTLE TIME ATTACK

OLGA

00'18"78	Steven Powell
00'19"88	Matthew Harrison
00'19"90	Paul Stuckley
00'24"04	Robert Lawton
00'26"12	Tim Piper

FATMAN

00'26"16	Christopher Hill
00'41"94	Adrian Jenkins
00'42"68	Daniel Miller
00'42"72	Paul Stuckley
00'44"16	Steven Powell

HARRIER

00'59"66	Christopher Hill
01'12"40	Darren Griffiths
01'18"25	Steven Powell
01'18"40	Daniel Miller
01'20"10	Tim Piper

VAMP

00'03"54	Daniel Miller
00'04"10	Paul Stuckley
00'04"34	Matt East
00'04"50	Mike Wallace
00'05"02	Adrian Jenkins

METAL GEAR RAY

00'08"92	Christopher Hill
00'33"00	Steven Goddard
01'36"38	Sam Mound
01'39"70	Tim Piper
01'43"10	Thomas Bailey

SOLIDUS

00'40"46	Christopher Hill
00'40"00	Steven Goddard
01'40"38	Steven Powell
01'44"90	Tim Piper
01'45"42	Matthew Harrison

OVERALL TIME

3'17"32	Christopher Hill
5'56"78	Theo Litston
6'23"34	David Petrie
7'12"839	Matthew Harrison
7'40"84	Steven Maclean

WWF SMACKDOWN! JUST BRING IT

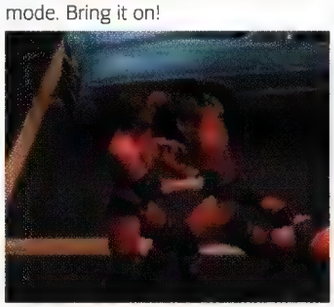
We're looking for the fastest win and the most wins in slobberknocker mode. Bring it on!

SLOBBERKNOCKER

99 Wins	Adam D'Arcy
72 Wins	Kevin Nunes
71 Wins	Steven Barton
67 Wins	Gordon McTurk
65 Wins	Lee Todd
59 Wins	Michael Mould
59 Wins	Shane Cullen

FASTEST WIN

0'02"	Darryn Donnelly
0'02"	Antony Longmore
0'03"	Patrick Fay
0'03"	Steven Barton
0'05"	Kieron O'Connor
0'05"	Shane Cullen
0'06"	Marcel Falzon



SSX CHAMPIONS LEAGUE

You're not showing any sign of being 'board' of this one yet. How could you be – keep those top scores coming in!

TOP SCORES

Snowdream	487,750	Mathew Bevan
	429,190	D Mackay
	400,170	Paul Woodall
	364,000	Daniel Hurtley
	352,360	Marc McKeown
Elysium Alps	833,240	Sam Payne
	704,950	Richard Dixon
	682,950	Mathew Bevan
	656,805	Paul Woodall
	608,200	Gavin Haywood
Merqury City	568,845	Paul Woodall
	515,500	Mathew Bevan
	486,975	Gavin Haywood
	446,040	Marc McKeown
	439,240	Ryan Smith
Mesablanca	506,870	Mathew Bevan
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	500,600	Sam Payne
	467,715	Paul Woodall
	464,690	Mathew Bevan
	449,245	Gavin Haywood
	384,495	Paul Woodall
Pipedream	700,670	Mathew Bevan
	676,360	Paul Woodall
	665,720	Mathew Bevan
	661,420	Paul Fletcher
	637,531	Gavin Haywood

TOP TIMES

Snowdream	1'48"15	Daniel Hurtley
	1'52"22	David Mulholland
	1'53"80	B. Henriquez
	1'53"72	Lu-Hai Liang
	1'53"83	Marius Cheek
Elysium Alps	3'49"95	Paul Redman
	3'49"99	David Mulholland
	3'52"72	Lu-Hai Liang
	3'55"14	Iain Jackson
	4'01"48	Daniel Hurtley
Merqury City	2'31"66	Marius Cheek
	2'40"62	David Mulholland
	2'43"20	Lu-Hai Liang
	2'45"09	Paul Fletcher
	2'55"30	David Barnard
Mesablanca	2'16"09	David Mulholland
	2'16"21	Daniel Hurtley
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
Tokyo Megaplex	2'44"90	David Mulholland
	2'46"14	David Hipperson
	3'07"11	Marius Cheek
	3'09"53	Daniel Hurtley
	3'14"00	Thomas Pooley
Aloha Ice Jam	1'33"29	Mike Williams
	1'38"70	David Mulholland
	1'41"22	Marius Cheek
	1'44"60	Paul Redman
	1'44"77	Lu-Hai Liang
	1'52"27	Daniel Hurtley

MOTO GP

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

PRO-DOJO

"PSM2 READERS ARE BETTER AT GAMES THAN ANYONE"

GRAND THEFT AUTO 3

Since it's possible to cheat on *GTA3*, we've created our own challenges.

THE CROSS TOWN TRAFFIC CHALLENGE

To test your driving skills. The challenge is simply this – get from the Shoreside Vale safe house to the the arch under Portland Island's lighthouse – in the shortest time possible. Anything goes, except for using the Dodo.

FASTEST TIME

1'22"58	Desmond Foley
1'59"47	Theo Litston
2'24"00	Chris Brown

THE YOU'LL NEVER TAKE ME ALIVE! CHALLENGE

Enter the full health cheat (R2x2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑). Enter the full weaponry cheat (R2x2, L1, R2, ←, ↓, →, ↑, ←, ↓, →). Fire a rocket-launcher into Shoreside Vale cop station, and see how long you last. You can run, you can hide – but you *can't* enter any more cheats, pick up bribes or get a spray job.

LONGEST TIME

8'11"68	Theo Litston
0'02"	Antony Longmore
0'03"	Patrick Fay

THE FLYING WITHOUT WINGS CHALLENGE

For how long can you fly the Dodo? How far can you make it off the unique jumps? We've managed some truly Evel Knievel-rivalling tricks via the physics of firing the Rhino's guns backwards and caning it off a hill..

LONGEST TIME

6419 secs	Desmond Foley
6243 secs	Luke C Hinson
3404 secs	'Scottsie'

TEKKEN TAG TOURNAMENT

When you send in your score for this one, don't forget to tell us who was in your team!

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1'53"00	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

CRAZY TAXI

Who'd have thought driving a cab could pay so well?

ARCADE MODE

$65,000.00	Stuart Morrison	$49,445.00	Paul Fletcher
$61,563.30	John Keighley	$41,595.48	Ben Raffles
		$31,138.66	Sigbjorn Henning

TIMESPLITTERS

Do you feel lucky? Well, do you, punk? Send us your fastest times for each level in this lightgun shooter, then.

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

STATE OF EMERGENCY

Three minutes to overthrow a corrupt corporation? We've done worse. Top scores from 3-Minute Kaos and Last Man Standing, if you don't mind.

THE CAPITOL CITY MALL

3-Minute Kaos

561,800	Theo Litston
281,700	Sean Bedford
134,400	Gareth Young

Last Man Standing

3.09	Sean Bedford
6.08	Andy Minkley
6.13	Johnny Martin

CHINATOWN

3-Minute Kaos

357,600	Sean Bedford
237,400	Gareth Young
228,500	Johnny Martin

Last Man Standing

5.07	Dean Cash
5.24	Andy Minkley
5.31	Johnny Martin

EAST SIDE

3-Minute Kaos

254,500	Sean Bedford
223,800	Gareth Young
214,600	Dean Cash

Last Man Standing

3.21	Andrew Cooper
4.10	Gareth Young
4.24	Johnny Martin

CORPORATION CENTRAL

3-Minute Kaos

515,700	Sean Bedford
325,400	Andy Minkley
321,300	Johnny Martin

Last Man Standing

10.33	Sean Bedford
12.20	Dean Cash
12.23	Johnny Martin

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ **A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)**

I've got the following scores...

Game Score

Name .....
Age .....
Address .....

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

FINAL FANTASY 10

PART 4 TIDY WHOLE

Here's where we clear up the loose ends. This month we'll be mostly satisfying all those *FF10* completists out there who've been clogging up our switchboard and in-trays. Stay in touch, guys...

FINAL FANTASY X

AIM OF THE GAME

Ragged and weary, we finally head back and pick up the story after battering Yunalesca and reclaiming control of the airship. And, if you thought the Calm Lands were a collection of time wasters, you ain't seen nothing yet. There's so much stuff to get involved with and, although we've done our best to cover everything, we're certain there's stuff we've forgotten. So if there's anything you're still having trouble with, drop us a line and we'll continue with the *FF10* updates in each issue's Hot Tips section.

GRAND FINALE

We've dedicated a large chunk of this round-up to the hunt for Celestial Weapons, as that seems to be one of the major sticking points, and we check out some of the bosses you can find in the land of Spira. We've also cracked the Al B'hed codes, given you a list of overdrives and provided a solution to the Cactuar side quest. As far as we're concerned, that's first, second and third aid in anyone's book.

WHAT WE SAID...

PSM2 ISSUE #14 October 2001

"As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to happiness."

WHAT WE SAY NOW

The most effective way to kill six months and much more fun than a coma. Easily the most impressive PS2 game yet – but beware, it's deeply Japanese in a po-faced, RPG way.

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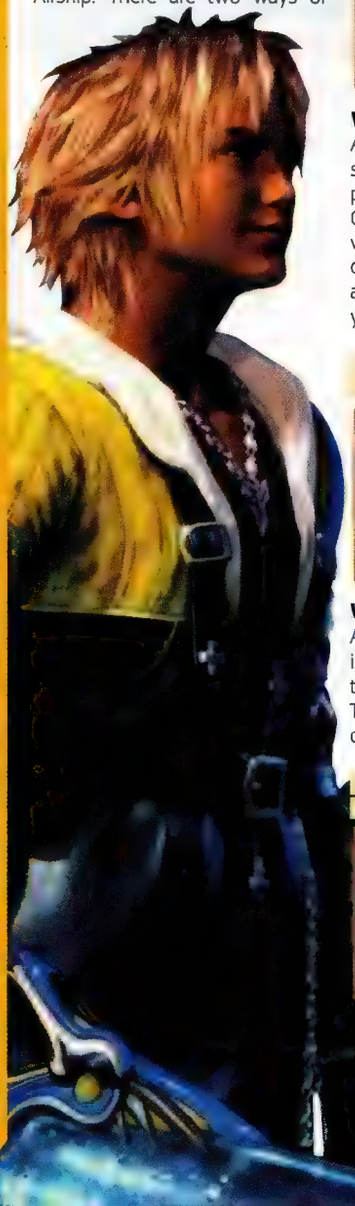
SPIRA MINT

Fancy sailing into those final boss battles with style, rather than scrambling for Phoenix Downs every couple of minutes? Then read on, as we guide you through as many of the hidden nuances of the game as we can lay claim to.

WIDE BLUE PONDER

The way to get your hands on all the neat stuff in the game is to open up the location list on Cid's Airship. There are two ways of doing this: 1) inserting co-ordinates into the Search option when looking at the map, and 2) Solving the Al'Bhed codes dotted around the landscape.

So, first up, here are those extra locations and what you can expect to find in each one:



OMEGA RUINS
X=74/Y=36

WHAT'S THERE?

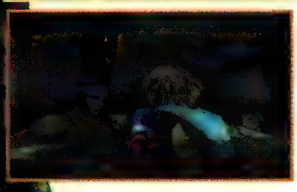
A dark cavern that only appears in sections on the map as you progress and, of course, the Omega Weapon boss who has a weighty 99,999hps. Other items of interest include loads of chests and plenty of weird fiends to test your newly acquired skills against.

SANUBI SANDS
X=15/Y=41

WHAT'S THERE?

A chest containing Ascalon, which is a powerful weapon for Tidus that allows you to double his APs. That said, it has no extra slots for customisation. Shame.

BAAJ TEMPLE
X=16/Y=57



WHAT'S THERE?

original temple ruins that Tidus wakes up in at the start of the game. Head back across the shattered

CASH CONVERTER: Yuna digs deep and prepares to hire Yojimbo.

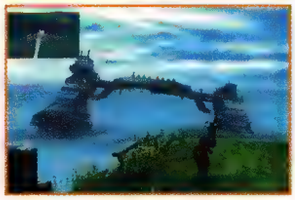
masonry and jump into the water to face Geosgaeno who has 32,767hps. (Tip: make sure you equip any Stone Ward's you have.) After you defeat him you'll be able to access Lulu's Celestial weapon – see below.

BESAID FALLS
X=31/Y=73

WHAT'S THERE?

Remember the save point below the bridge next to the waterfall on Besaid Island? Well, now you can get down there and pick up Kimarhi's Dragoon Lance – this is an excellent weapon that allows lion boy to perform some impressive counters.

MI'IHEN RUINS
X=34/Y=58



WHAT'S THERE?

Head left along the ruins and collect Sonar for Rikku – another rare weapon that negates most ambushes from fiends.

BATTLE SITE
X=42/Y=57

WHAT'S THERE?

Lulu's Phantom Bangle which gives her Nul protection against Ice, Fire and Water. But doesn't sing Eternal Flame.

As well as this little lot, there's also three code words that you can now decipher if you've been collecting all of those Al B'hed primers – see Spoiler Alert...

CELESTIALITY'S BEST

If you want to take on all the optional bosses and hoover up goodies for months to come rather than just finishing the thing, then you're going to have to get your hands on the character's Celestial Weapons.

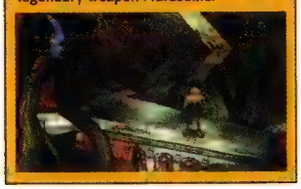
First things first. You'll need to visit the Remiem Temple to the east of the Calm Lands. Once here, jump on the Chocobo to the right of the entrance and race the other Chocobo. (Tip: don't touch any of the posts dotted around and you'll receive much better prizes.) If you win you'll receive a Cloudy Mirror for your troubles. Take this to the Macalania Woods. Right, the first thing to do now is find the woman with her son next to a save point. Talk to her and she'll tell you she's lost her husband. Travel back to the

SPOILER ALERT

CLUE 1
The first clue is found on the stone formation next to the bloke by The Scar in the Calm Lands.
Answer: GODHAND
Input this into the airship's nav computer – all in caps – and you can visit the bottom level of Mushroom Rock and claim Rikku's Celestial Weapon. (Tip: you need the Celestial Mirror to do this – more later.)

CLUE 2
The second clue comes about after you combine the letters on two blue stones. The first is at the south entrance of the forest on Kilika Island. The second is on the ruins in the centre of the desert on Bikanel Island.
Answer: VICTORIOUS
Type this in and you'll be able to access another hidden area called Besaid Ruins 1. In a chest here you'll find Rikku's ultimate armour.

CLUE 3
Way back at the start of the game there was a blue stone that Tidus wasn't able to read at the Baaj Temple. If you go back there now and have another look, with the knowledge of Al Bi'hed behind you, you'll be able to read a riddle.
Answer: MURASAME
Use this code and another new location will appear on the airships map. Go there and you be able to claim Auron's legendary weapon Murasame.



campsite you stopped at just before the snogging scene between Tidus and Yuna and you'll find her errant old man. Follow him back to the woman and then journey up the sparkling sky path. The woman who was blocking the path to the north will now be absent and you can approach the flower head at the top. Use the Cloudy Mirror here and it'll turn into the much needed Celestial Mirror.

TIDUS' CALADBOLG

Location: On the northwest rim of the Calm Lands you'll find a hidden passage that leads downwards. Win all four races against the Chocobo Trainer and the guard who's usually stationed at the path will be waiting outside the Travel Lodge. Talk to him for a bit and then return to the secret path to find the hidden glyph. Use the Celestial Mirror here and you'll receive Tidus' weapon. (Tip: each of the character's Celestial Weapons has two separate parts to it, both of which need to be charged up back at the flower in the Macalania Woods.)

SENNA POD: Go to the flower head to charge the Celestial Weapons.

RACE WIN DO: A Chocobo race will net you the vital Cloudy Mirror.

Sun Crest: After defeating Yunalesca, head back down the stairs at the rear of the arena and a chest containing the Sun Crest will appear.

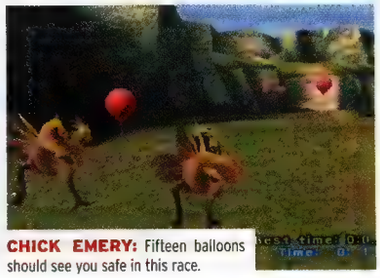
Sun Sigil: Maddeningly difficult this one. Beat the Chocobo Trainer in a straight race with a finishing time of under 0:0:0 (you'll need to avoid all the birds and grab at least 15 balloons to do this).

KIMARHI'S SPIRIT LANCE

Location: At the Thunder Plains. Pray to three of the Cactuar statues by pressing ◎ and then keep your eyes open for a faint twinkle above one of the stones. When you see this, pray again and a Cactuar ghost will appear in the southern section of the plains. Follow him, pray again at the rock he leads you to, and you'll receive the weapon.

Saturn Crest: Head back up Mount Gagazet to the point at which you defeated Seymour. In between the pillars that are there, you'll now find a chest.

HEAD AND FLUTTER: Work out a route to avoid the red butterflies.



CHICK EMERY: Fifteen balloons should see you safe in this race.

SMELLS LIKE KEEN SPIRIT: Yuna's Nirvana is key to having max power as you need all the game's optional Aeons to win it.

Saturn Sigil: Head back to the Macalania Woods and locate the parrot man who set up the butterfly chasing game for you at your last visit. The task here is to simply touch all the blue butterflies while avoiding the red ones. Easy eh? Actually, it's incredibly difficult.

YUNA'S NIRVANA

Location: Monster Arena in the Calm lands. Once you've collected all nine species from the plains for the owner, he'll give you Nirvana as a reward.

Moon Crest: Swim to the cove on the left of the screen after Tidus wakes up in Besaid.

Moon Sigil: Thought the first part was nice and easy? Well, what you now have to do is return to the Remiem Temple and defeat all the Aeons located inside. To do this, as we said last issue, you'll need to have obtained the Blossom Crown from the Monster Arena (you'll need to collect and defeat all the Mount Gagazet creatures) as well as besting Belgamine in another fight for the Flower Sceptre. Get both of these items plus all the optional Aeons (see below) and you might be able to survive this toughest of challenges and get the final power-up for Yuna's weapon.

WAKKA'S WORLD CHAMPION

Location: Given as a prize by the barman in Luca after you've won five Blitzball games.

Jupiter Crest: Go back to Luca and check out the Aurochs locker room. Go to the locker doors on the right-hand side and you'll find the Jupiter Crest hidden there.

Jupiter Sigil: Win all four of Wakka's overdrives in Blitzball tournaments and then keep winning until you pick up the Sigil as a random prize – this can take quite a bit of time...

LULU'S ONION KNIGHT

Location: The Baaj Temple. Use the airship to go back to the ruins at the start of the game and beat Geosgaeno who's lurking there – as we said before, Stone Ward's the way to go. Once he's dead and you've picked up the Omega Aeon (see below), check the bottom of the first pool you jumped in and you'll find a chest there.

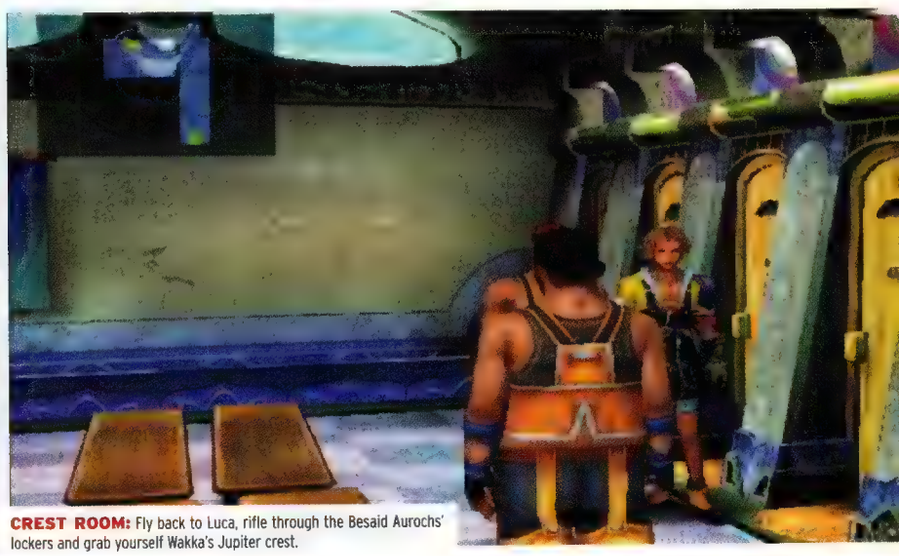
Venus Crest: Once Geosgaeno's dead, re-visit the Farplane in Guadosalam to find another hidden chest.

Venus Sigil: One for the obsessives this. Go to the Thunder Plains and dodge 200 lightning strikes consecutively – yep, we said 200.

AURON'S MASAMUNE

Location: Mushroom Rock Road. (Tip: you need to have picked up the Rusty Sword from

CHEST A MINUTE: Pop open the chest on the Far Plane for another crest.



CREST ROOM: Fly back to Luca, rifle through the Besaid Aurochs' lockers and grab yourself Wakka's Jupiter crest.

CACTUAR QUEST

In order to gain access to the land of the Cactuar you need to collect stones from ten of these evil spiked creatures and present them to the alter. Here's their locations:

1. Tomay – back at the save point near the oasis.
2. Rovivea – find the tent with the save point, follow the winding path and look for a large open area on the left.
3. Chava – in the area just before Home, read one of the signs by the narrow point to the north.
4. Alek and Aloja – in the open section after the path, examine the ruins located on the far left of the screen.
5. Vachella – go to the tent with the save point in it just past the oasis.
6. Robeya – once you're in the open desert, follow the southern barrier and you'll find her in a chest.
7. Isrra – check out all the sand whirlpools in the area before Home and you'll find him in one of them.
8. Elio – return to the oasis, leave the screen by the north exit and then return and he'll appear.
9. Flaile – take Elio's stone to the alter and Flaile will jump out at you.

Each encounter involves a trial where you have to sneak up on the plant within a given time limit. The downside to this is that you have to present each stone in turn, which takes a frikking age. Do all ten though and you'll receive the Mercury Sigil.

HIT STIRRER: Rikku shows off the power of her newfound attacks.

BALL OF THE WILD: Wakka's final Sigil's in the Blitzball arena.

FEAR GUARD ACTION: Get all your Celestial Weapons charged and the majority of routine encounters become a breeze.

the Valley Floor beyond the Calm Lands.) Go back to the Djose Highroad using the airship and head left instead of up the hill. Climb the crates and continue up the cliff path until you see an alcove on your right. Head in here, activate the lift and then place the sword by the statue. Go over to the glyph beyond this and you'll pick up Auron's weapon.

Mars Crest: Head over to the Mi'ihen Highroad, hire yourself a Chocobo and follow the path until you reach the gate to Mushroom Rock. Double back down the old road again and you'll find the chest there.

Mars Sigil: Now it's back to the Monster Arena again for some more monster capturing/fighting action. You need to capture all the monsters from ten different areas. Once you've unlocked ten new bosses, chat to the trainer and he'll give you the Sigil.

RIKKU'S GOD HAND

Location: See Clue 1 in Wide Blue Ponder.

Mercury Crest: Work your way through to the fourth area of the Sanubia Desert (ie, the area that's just before Home) and look for a nook in the northwest corner of the sands.

Mercury Sigil: Go to Bikanel Island in the airship. Now head left at the first junction beyond the oasis and follow the path to the main desert. At the final expanse before the entrance to Home, move over to the right and locate a Cactuar Stone. Chat to it and the minigame will begin.

OPTIONAL AEONS

Yuna can pick up another three Aeons for her summon list with a bit of effort.

1 YOJIMBO

Location: The Cavern of the Stolen Fayth.

How to get him: He's a mercenary git who asks for at least 3,000,000 to get out of bed. Offer him half his asking price plus one Gil and he'll join your ranks.

2. ANIMA

Location: Baaj Temple

How to get him: First you have to have found all the destruction spheres in the six temple trials. Once you've done this, fly the airship to the Baaj Temple and defeat Geosgaeno. Once he's dead, head into the temple and activate all five of the statues. (Tip: You cannot do this if you haven't already received the Destruction Sphere from the Bevelle Temple as you can no longer return there. You can, however, return to the Ebon dome and activate the three white floor squares in the first room of the trial area and the four white tiles in the second room.)

3. THE MAGUS SISTERS

Location: Remiem Temple

How to get them: Collect the other two optional Aeons and return to the Remiem Temple on Chocobo. Once there, fight and defeat all of Belgamine's Aeons for the Flower Sceptre. Now go to Mount Gagazet and collect and defeat all the creatures there in the Monster Arena for the Blossom Crown. Use both to open the hidden door in the Remiem Temple and gain the sisters.

DARK AEONS

As well as the optional bosses we've already mentioned, you can also take on this unpleasant lot. They're scattered across the planet and each is a mini nightmare to deal with.

DARK VALEFORE

Location: Besaid Temple.
HP: 800,000

DARK IFRIT

Location: Entrance to Home on Bikanel Island.
HP: 1,400,000

DARK IXION

Location: North Thunder Plains – just approach the guard.
HP: 1,200,000

DARK SHIVA

Location: Macalania Temple.
HP: 1,100,000

DARK BAHAMUT

Location: Ebon Temple – where you battle Yunalesca.
HP: 4,000,000

DARK YOJIMBO

Location: The Cavern of the Stolen Fayth.
HP: 1,600,000

DARK CINDY, SANDY AND MANDY (NO, REALLY)

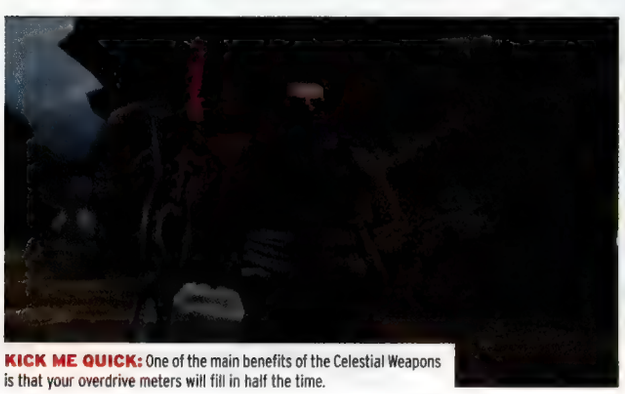
Location: End of the hidden Mushroom Rock road (see Auron's Masamune).
HP: ?,???,???

DARK ANIMA

Location: Mount Gagazet – complete Wakka's ball-throwing challenge for a second time, and then teleport back to the mountain gate.
HP: 8,000,000 (!)

OVERDRIVES

Here's how and where to get every character's overdrives – excluding Yuna and Lulu, as they



KICK ME QUICK: One of the main benefits of the Celestial Weapons is that your overdrive meters will fill in half the time.

SUMMON COKE WITH ICE: Belgamine's another dead head cluttering up Spira. Beat all her Aeons and claim the Flower Sceptre.

FLICK MAGNET: Cough up enough Gil at the media theatre in Luca and you can watch all the cutscenes at your leisure.

MARLBORO MAN: This fiend's named after a packet of fags and is twice as rough.

BEAST EXPECTED: The Monster Arena plays a vital part in collecting the Celestials.

BLADE AIR-FRESHENER: One fully charged Caladbolg for Tidus to waggle.

both have just the one style each:

Tidus: Comes with Spiral Cut. Complete ten overdrives and he'll learn Slice and Dice. Complete 30 overdrives and he'll learn Energy Rain. Complete 80 overdrives and he'll learn Blitz Ace.

Auron: Starts with Dragon Fang. He'll learn Shooting Star once you retrieve the first Jecht Sphere in the Macalania Woods. Find two more Jecht Spheres and he'll gain Banishing Blade. Locate all ten and he'll receive Tornado.

Kimarhi: Using Lancet he can gain the following Rages: Seed Cannon, Self-Destruct, Thrust Kick, Stone Breath, Aqua Breath, Doom, White Wind, Bad Breath, Mighty Guard and Sunshine. If anyone uses any of these against you, bring Lancet into play.

Wakka: All of Wakka's overdrives have to be won by coming first in the Blitzball Tournaments. He starts with Elemental Reels, but can gain Attack Reels (random attacks) after just one victory. Two victories result in him gaining Status Reels (random status afflictions). Three overall wins gives him the Auroch Reels (major damage on all enemies).

Rikku: Mix. Combine any two elements to create a devastating attack. A cheeky and rather cheap favourite of ours is mashing two Maps together to form a highly destructive Potato Masher.

HIT POINTS

Here's just a few of the added spicy items we've stumbled across in our travels. If you've got any more, send 'em in.

1. REVISITING FAYTHS

Some of the temples are locked down and guarded by the Dark Aeons (see above) but others, like the one at Djose, are still open to you. Pop in, solve the puzzle again and you can gain some cool items from the Fayths there.

2. SECOND OVERDRIVE FOR VALFOR

Beat the Dark Valfor that's guarding the Besaid Temple and you can get a second, better overdrive for your bird of prey.

3. NO ENCOUNTERS

When we finally totalled Geosgaeno at the Baaj Temple he dropped a weapon with the No Encounter ability attached – sweet, sweet joy. Apparently, though, you can also get this by equipping 30 Purifying Salts.

4. MEDIA THEATRE

Talk to the two blokes outside the theatre in Luca and, for a sizable sum, you can view all the CG from the game and listen to all the music as well.

5. AL B'HED PRIMERS

Collect all 26 and not only do you get to understand the riddles and conversations of Spira's second indigenous race, you'll also get 99 Reverse Keys that allow you to equip Double Overdrive to three of your weapons.

FAR COUGH AND DIE: Kimarhi huffs out his stinking Bad Breath special attack - sucked out from an enemy - for the first time.

QUESTION TIME

OK, we admit we haven't covered every square inch of the game and we've still got a couple of niggling questions. Anyone out there know the answers? If you do, send them in and you're in with a chance of winning an exclusive Japanese copy of FF10, signed by the team leaders at Squaresoft Japan! Right, here we go...

1. In Besaid there's a path that leads down from the save point. It's not the one that runs to the town itself and we've never been able to go via that route. Any ideas?

2. In Kilika, the old lady who runs the shop has a chest by her side. Anyone know how to open it?

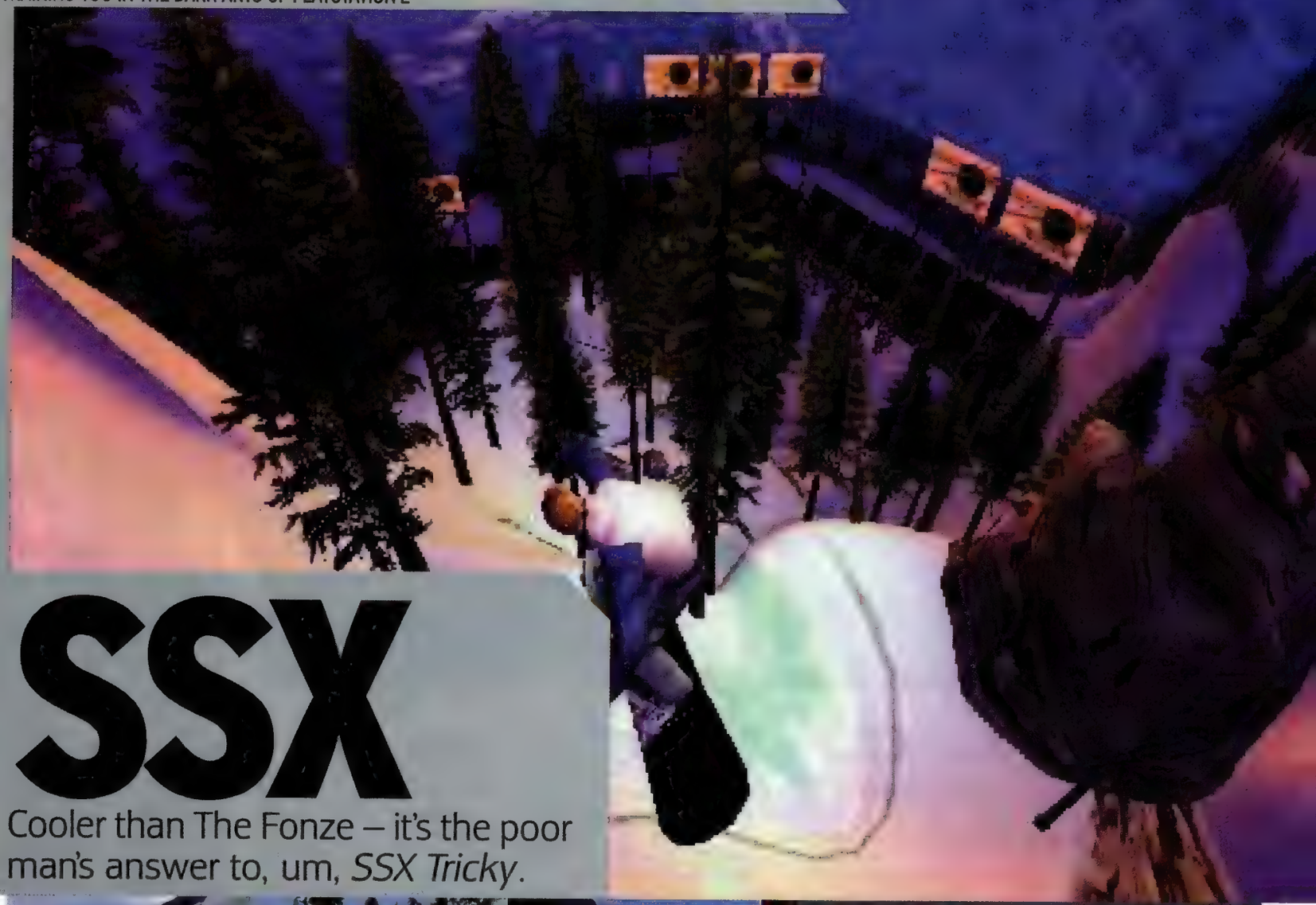
Answers marked: 'FF10 of the Best' to the usual address. First out of the hat gets the booty. Good luck!

OVER TO YOU...

And, that's it. Unless, of course, anyone out there managed to do something incredible like beat Bahamut. If you have, just let us know in the usual manner and we'll send you a certificate and a badge. Now, if you'll excuse us, we've got some Potato Mashers to build.

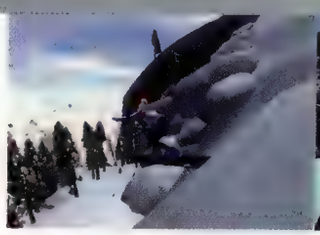
PLATINUM TIPS

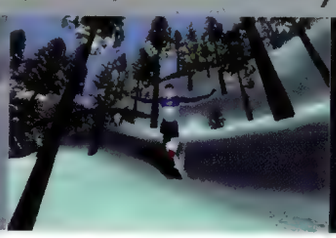
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

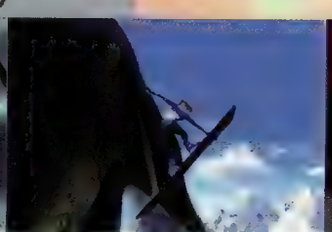


SSX

Cooler than The Fonze – it's the poor man's answer to, um, *SSX Tricky*.







SSX was the best game on PS2 at launch, and it's still well worth a look if you haven't got the cash to pick up the sequel. It's also ideal preparation – grinding's *much* harder – so get the practice in now.

PREWINDING

The longer you hold a prewind, the faster you rotate – which is vital for those 1080s. Prewind as soon as you're lined up on a jump, and then release it just before the end of the ramp's paint to obtain the maximum height. Alternatively, for a flatter racing jump, release the prewind late and get just enough spins to keep your boost safely topped up.

GRINDING

For the perfect grind balance, it helps to keep the board at right angles to the rail – so either skid onto the start of the grind, or go straight on and tap the D-pad for a 90° turn. Boosting's the best way to stay balanced, aided with subtle taps of the left analogue – if you're running out, do a tiny jump to use the boost you've just gained via the grind. If that makes sense.

SELECT TRICKS

Press Select to return to the track if you're lost or stuck. Especially useful if you're halfway over a ravine but unlikely to make it, though it costs a few notches of the Adrenaline bar. Filthily, it's possible to cut seconds off your time by reseting at key points – experiment during the shortcuts.

PUNCHING

Violence is ugly and unnecessary. Generally speaking, there's little use for the R3-activated punch, as it's possible to sweep lighter riders to the floor simply by cranking up the boost and barrelling into them.

LANDINGS

Generally speaking, it's best to lean slightly back on those landings, but keep the board relatively flat while you're doing so. Bear in mind that it's even possible to rectify an awkward jump into, say, a metal sign by turning the board to absorb the impact – but you still don't pick up points for any airborne tricks until you hit snow.

SHORTCUTS

Look out for the *SSX* signs – these are always a guaranteed shortcut. It's also possible to shave valuable seconds off your time by skipping the occasional bank or looking out for grindable objects, like fences, pipes and crowd stands that aren't necessarily apparent to begin with. Scour your multi-angle replays to look for ones that aren't immediately obvious.

BIG AIR

Don't just rely on obvious ramps – any slope that's on a right angle can reap massive air. Tight bends and miniature bumps provide the lift you need for a cheeky Misty flip.

WWE SMACKDOWN! JUST BRING IT

What? What? What? OK, so he's gone now – but just try using *that* catchphrase mid-game...

The upcoming unfortunately-titled *Shut Your Mouth* game from the all-new *WW'E'* series promises to include the nWo and Ric Flair – but why wait? You can create 'em now on Platinum. No cheats to sort out the woeful commentary or crowds, sadly.

GRAPPLE TURNOVER

Smackdown's low point is the rather tenuous story mode which forces you to tediously play through the same events again and again until you find yourself up against any of the new wrestlers. Here's how to minimise the angst.

FRED DURST

- Beat 15 wrestlers in the SlobberKnocker mode with the Undertaker. Use the Tombstone slam a lot. Easy.

MICK FOLEY

- Refuse to form a Tag Team.
- Talk Trash.
- Say to Michael Cole that you want to kick his butt.
- Win Match.
- Show on stage at Smackdown.
- Win Match.
- Lose the Match at Wrestlemania.
- Mick Foley comes down and books a Hell in A Cell match – win the match.

TAIJIRI

- Refuse to form a Tag Team.
- Talk Trash.
- Say to Michael Cole that you were just messing.
- Meet Regal in his office.
- Decline the European Title Shot.
- You will fight Taijiri in a one-on-one match, when you win the match, you will have unlocked him.

RHYNO

- Refuse to form a Tag Team.
- Talk Trash.
- Say to Michael Cole you want to kick his butt.
- Win/Lose Match.
- Don't show on stage at Smackdown.
- Talk to Earl Hebner, say you want a Hardcore Title Shot.
- You will face Rhyno – win to unlock him.

JERRY LYNN

- Refuse to form a Tag Team.
- Talk Trash.
- Say to Michael Cole you want to kick his butt.
- Win/Lose Match.
- Don't show on stage at Smackdown.
- Talk to Earl Hebner, ask him how he is doing.
- Select the third option when you talk to Regal.
- Win the Battle Royal Match.

SPIKE DUDLEY

- Form a Tag Team.
- Win TLC Match.
- Let your partner find a partner for the six-man tag team match.
- Go to the Dressing Room.
- Help Spike Dudley.
- Win the Table Match against the Dudleyz.

STEPHANIE AND SHANE MACMAHON

Actually, there's no easy way to unlock these two – just keep defending your titles until you pick up all 50 wrestling cards, because they're on the last two...

PICK A CARD...

Story mode also lets you earn wrestler cards with 'Unknown' movesets on. Cunningly enough, these correspond *exactly* to the moves of certain popular wrestlers who weren't licensed for the game. Here's a guide to what each means.

TOP TIP

The most effective type of Smackdown move is one you do from the front, like the Stone Cold Stunner. To daze your opponent, either press ↘+Ⓧ for a gut-kick, or run in and press Ⓡ as they swing a punch to duck under their arm.

1 NCDP – Diamond Dallas Page
2 NCBT – Booker T
3 EMA – Mike Awesome
4 ERV – Rob Van Dam
5 ELS – Lance Storm
6 NCSO – Sean O'Haire
7 NCBK – Billy Kidman
8 NCHH – Hurricane Helms
9 WGM – Grandmaster Sexay
10 WS2 – Scotty 2 Hottie
11 WXP – X-Pac
12 EJC – Justin Credible
13 WAS – Al Snow
14 WVV – Val Venis
15 WGF – Godfather/Goodfather
16 WTM – Taka Michinoku
17 WFU – Sho Funaki
18 WDB – D'Lo Brown
19 WKK – K-Kwick
20 WER – Essa Rios
21 WBM – Big Bossman
22 WGG – Gangrel
23 ZAG – Andre The Giant
24 WSM – Shawn Michaels
25 ZSS – Sgt. Slaughter
26 ZBB – Bob Backlund
27 WRD – Road Dogg
28 CRF – Ric Flair
29 CKN – Kevin Nash
30 CSH – Scott Hall
31 CBG – Goldberg
32 CST – Sting
33 CHH – Hulk Hogan
34 CJJ – Jeff Jarrett
35 CSS – Scott Steiner
36 JIDA – Japanese Puroresu Set A
37 JIDB – Japanese Puroresu Set B
38 MEX – Miscelleaneous Luchador
39 NJKS – Masahiro Chono
40 ZOSH – Hashimoto
41 NJMC – Masahiro Chono
42 NJHT – Hiroyoshi Tenzan
43 NJKM – Keiji Mutoh
44 NJMN – Manabu Nakanishi
45 NJYN – Yuji Nagata
46 NJJL – Jyushin Thunder Lyger
47 MGS – Great Susake
48 NJKK – Kendo Ka Shin
49 NOVD – Vader
50 NOMM – Mitsuharu Misawa
51 NOKK – Kenta Kobashi
52 NOJA – Jun Akimaya
53 AJTK – Toshiaki Kawada
54 AJGT – Genichiro Tenryu
55 JAO – Atsushi Onita
56 PAI – Antonio Inoki
57 PNO – Naoya Ogawa
58 PAT – Akira Taue
59 PGP – Giant Shohei Baba
60 LKS – Ken Shamrock
61 DLTF – Terry Funk
62 CHKF – Miscelleaneous Kung Fu

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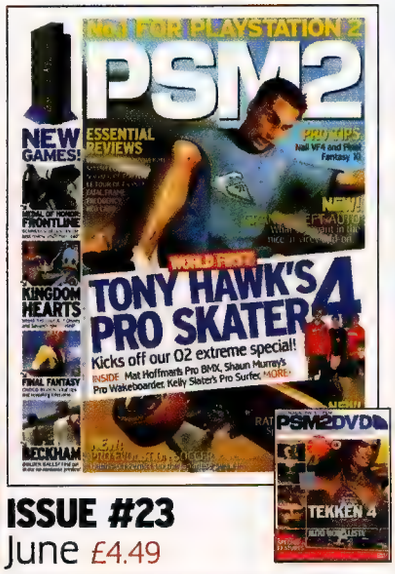

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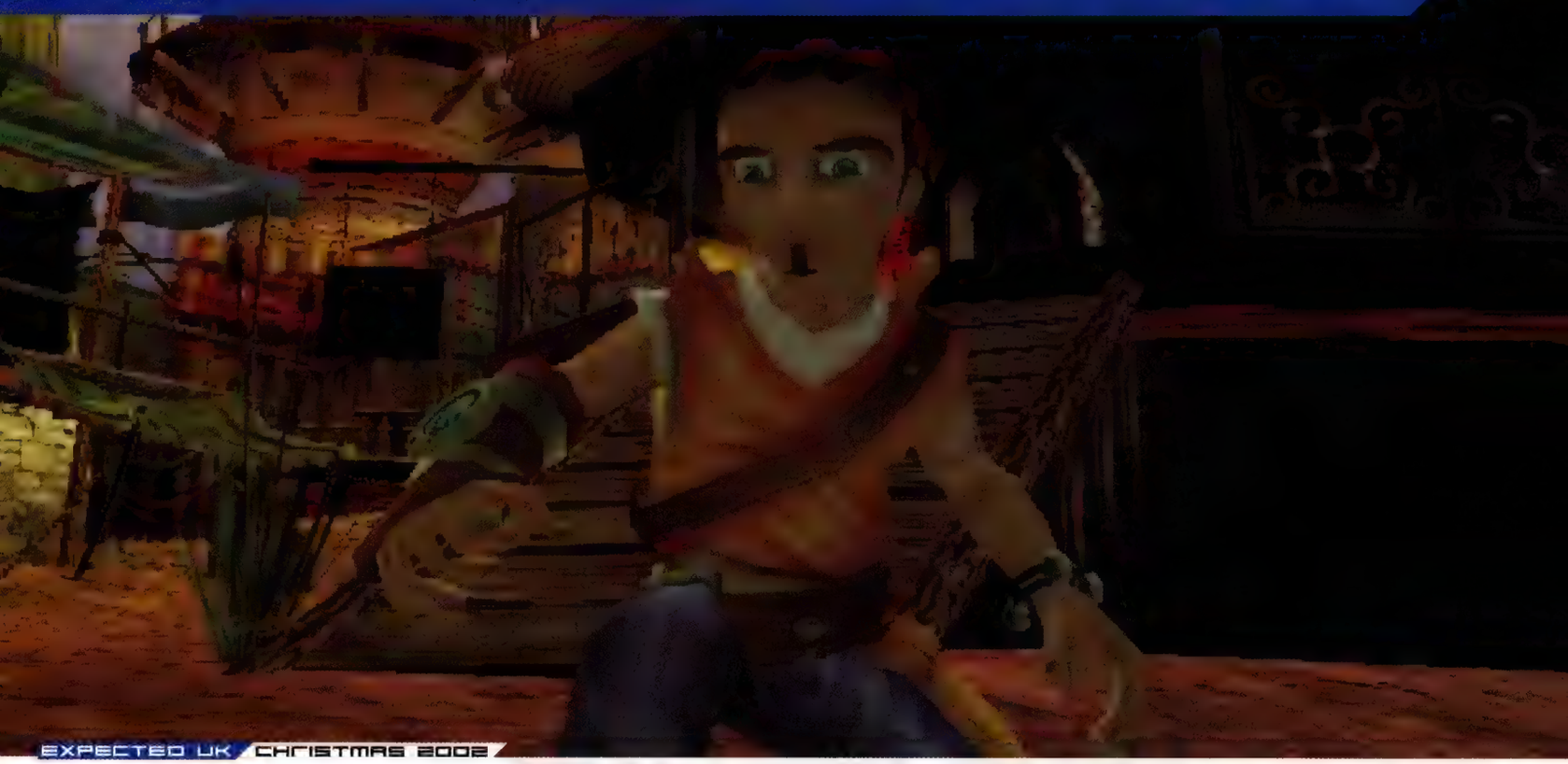
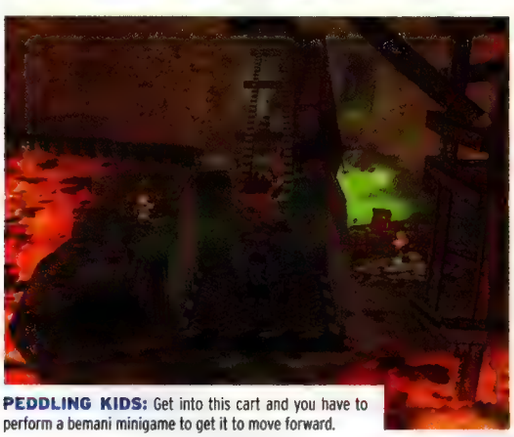


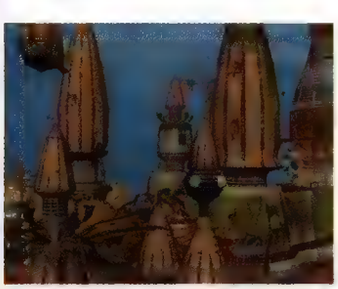
EXPECTED UK CHRISTMAS 2002

HAVEN: CALL OF THE KING



PEDDLING KIDS: Get into this cart and you have to perform a bemani minigame to get it to move forward.

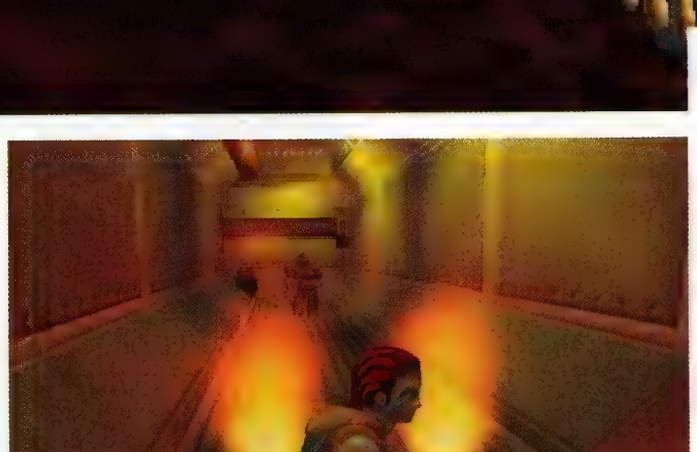
Traveller's Tales live up to their name and turn the platformer into an intergalactic tourist.



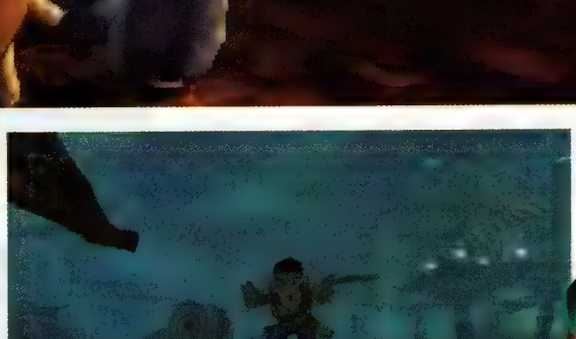
ROD THE BUILDER: Artist Rodney Matthews is responsible for the game's distinct look.

Merchant seaman, airline pilot, international courier... These are the kinds of jobs that Haven would have stamped all over his CV if he lived in our world. All well-travelled careers, all jobs that'd have you looking at a new stretch of sky every time the sun comes up.

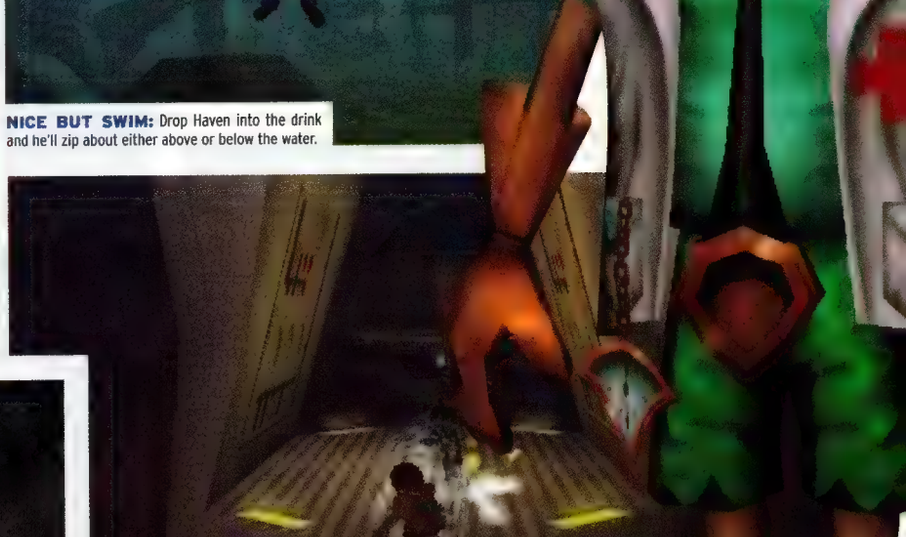
The idea: You see, the game may start out as your standard free-roaming platformer, replete with into-the-screen chases and mini boss battles, but then something truly special happens. You hop onto a monorail and get driven over miles of open terrain. Next you're piloting a speed boat out at sea. Then a dune buggy which screams about a ravine in a mad attempt to defuse a series of bombs. Then you're in a glider... Each step's a calculated move away from the narrow parameters of the traditional platformer, but they still don't prepare you for the moment when you first see Haven climb into his spaceship and jet off into orbit. The wings burn against the friction of the atmosphere, the clouds feather and disperse, then the sky goes black and the stars come out. It's then that it



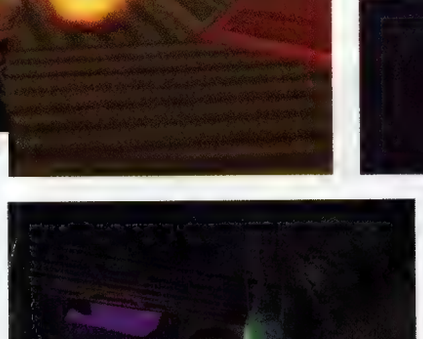
STEAM TALK: There are loads of particle effects packed into the game, like this impressive heat haze.



NICE BUT SWIM: Drop Haven into the drink and he'll zip about either above or below the water.



RIGHT GUARD: Along with his shimmering shield, Haven also has a yo-yo he can attack with.



MAN ABOUT FROWN: A short bloke with a Paddington Bear hard stare and red dreads. Hmmm... Not everyone's idea of a hero.

sinks in. This game is monumentally vast and it's absolutely packed – and we mean to the point of ripping the PS2 seams asunder – with interesting and cool stuff to do.

Bottom Line: All the disparate elements still need to be stitched together by the coders but, after a visit to their studios, that all seems to be well in hand. Our only issue is with the way Haven looks. But if you can learn to love a hairy teenager in baseball boots, then you can easily get your head round being a miniature new-age traveller. Maybe...

ANTICIPATION ★★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK TBC

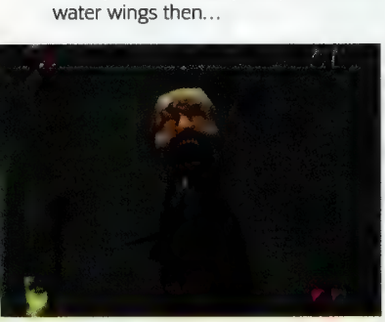
BLOODRAYNE

Somersaulting aboard the sexy-lady-vampire – sorry, *Dhampire* – bandwagon popularised by Salma Hayek and 2000 AD's Durham Red, Agent BloodRayne's a contract killer on the trail of a gang of Nazis. Sorry, *vampire* Nazis. Jesus, this is complicated.

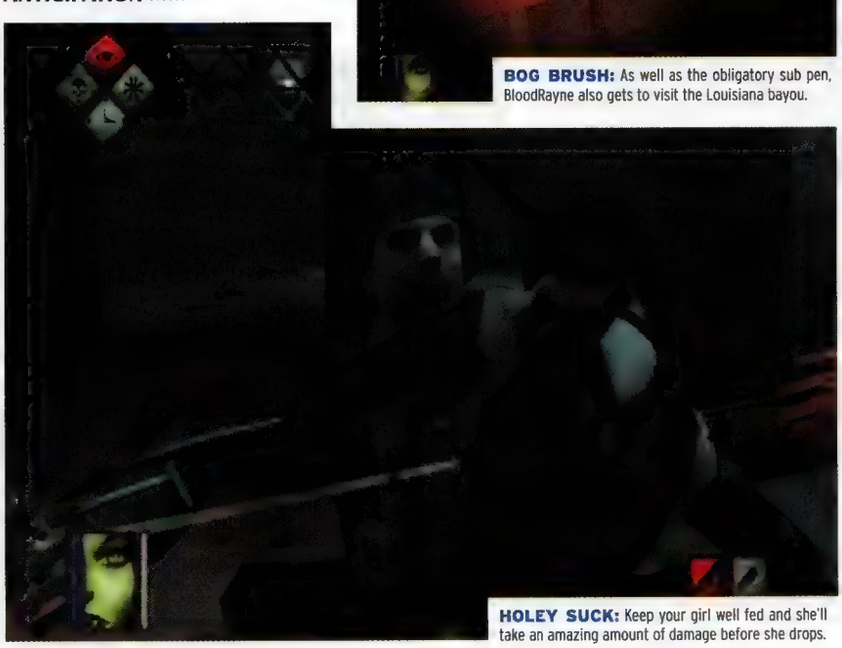
Best features: Continuing *Legacy Of Kain*'s tradition of inventive claret-syphoning, BloodRayne's got a whole array of acrobatic moves, camera-slowing specials, knives tied to her arms and a carotid-puncturing harpoon. Clever double-handed targeting and the ability to pick up any fallen opponent's weapons deals with ranged attacks while the up close slice 'n' dicing is dealt out via her wrist blades. The only thing you have to fear is deep water – best pack your leather water wings then...

Bottom line: Interact's PVC-wrapped lovely that was parading around at E3 said it all – it's *Blade* with added funbags, or *Tomb Raider* with brutal bloodletting and – ahem – 'adult' content. But don't dismiss it too quickly, though: for once, the acrobatic attacks and slow-mo actually fit the subject matter.

ANTICIPATION ★★★

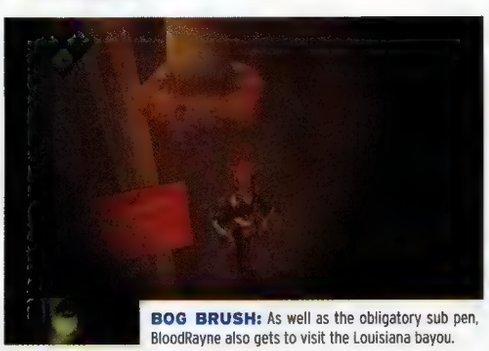


LICE CREAM: Behind every goose-stepping goon you'll always find an embryonic louse.



HOLEY SUCK: Keep your girl well fed and she'll take an amazing amount of damage before she drops.

SPLIT AND POLISH: Despite her porn star heels, she's still incredibly agile with her attacks.



BOG BRUSH: As well as the obligatory sub pen, BloodRayne also gets to visit the Louisiana bayou.

EXPECTED UK OCTOBER

GRAVITY GAMES BIKE: STREET. VERT. DIRT.

The idea: Dude! It's the latest clunkily-titled extreme sports offering, and this time it's based on the famous Gravity Games event, featuring the likes of Dennis McCoy, Jamie Bestwick, Fuzzy Hall and Leigh Ramsdell – all of whom, as you'd imagine, specialise in the peddled variety of high tensile madness.

Best features: Standard extreme sports stuff – 400 motion-captured animations, nine game modes, more than 1,400 moves like the Bloody Booger and Candy Bar. Sadly, no signs of Midway's trademark ultra-violence and flaming wheels.

Bottom line: *Mat Hoffman's* got the name and the technical trickery – *Dave Mirra's* got the X-rated smut. How many bike games does anyone in their right mind need these days?

ANTICIPATION ★★

EXPECTED UK TBC

STAR OCEAN 3: TILL THE END OF TIME

The Idea: Looks like the constant drip of RPGs from Japan is rapidly turning into a bit of a torrent as this latest addition to the glut of up-coming titles attests. Set 857 years in the future (Space Date 772, as far as the game's concerned – phnah...) the game revolves around the central character Fate Lingoul and his cute sidekick Sophia Esteed as they jet off on an undisclosed intergalactic mission.

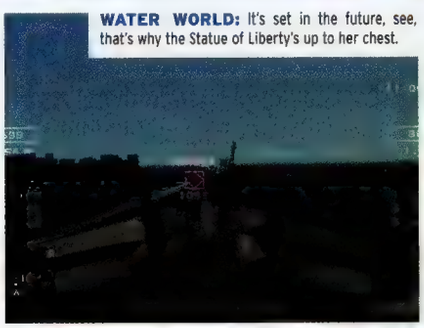
Best features: Another RPG bucking the trend of turn-based combat, while also sporting a fully rotatable camera alongside the more traditional special moves, magic attacks and three-member combat teams.

Bottom Line: Like *Xenosaga*, this is another title to favour the space opera approach, although shots we've seen also feature a more traditional fantasy setting. Two distinct styles mixed? Could end up a right bloody mess.

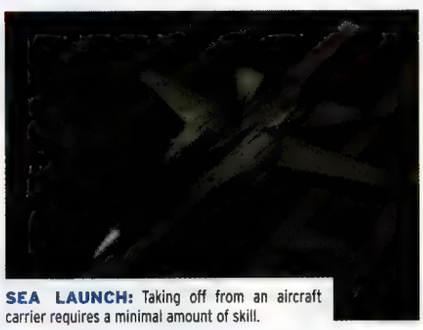
ANTICIPATION ★★★

LETHAL SKIES

CLOBBER JET: The small screen in the bottom right shows you your current target.



WATER WORLD: It's set in the future, see, that's why the Statue of Liberty's up to her chest.



SEA LAUNCH: Taking off from an aircraft carrier requires a minimal amount of skill.

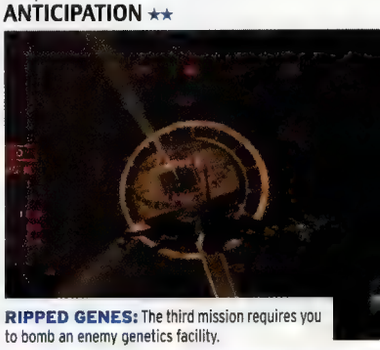
***Top Gun* stayed too close to the ground, *Iron Aces 2* flew too high too soon. Perhaps *Lethal Skies* can finally get that fine balance between arcade blaster and full on flight sim *just right*.**

The Idea: Take to the hostile skies in one of four craft and throw guided missiles at 'bogies' until they drop like discarded Panatellas.

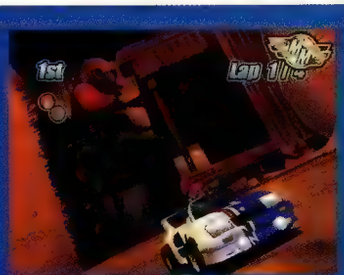
Best features: Starting the initial missions from an aircraft carrier – no '3-2-1-go' unreality here, just a gentle assent up to altitude before the bullet spitting kicks in. Other undercarriaged points of interest include 20 missions (18 standard and two secret) plus the obligatory hangar-full of multi-million dollar death machines (the ultra funky F14, and F16 among them).

Bottom line: We've never been 100% comfortable with dog fighters on PS2 favouring instead the more leisurely yet innovative stick wiggling of *Sky Odyssey*. Still, we won't rubbish it just yet – it might have the necessary to keep us at it.

ANTICIPATION ★★



RIPPED GENES: The third mission requires you to bomb an enemy genetics facility.



EXPECTED UK
TBC

MICRO MACHINES

The idea: Forget limping gimps, this is how *Micro Machines* was always meant to be. Dinky cars raging round huge environments beating the sump oil out of each other.

Best features: Anyone remember Codemasters' *Micro Machines v3*? Well, apparently Infogrames are doing their best to recreate that well-crafted mini racing perfection on PS2. So far we've seen four huge race tracks, eight odd characters, a four-way multi-player, as well as the welcome return of the bonnet mallet. Could be an undersized winner.

Bottom line: If they include the genius betting garage that adorned *v3* then this could be the arrival of that mini racer the PS2 desperately needs.

ANTICIPATION ★★★★

EXPECTED UK
TBC

SUM OF ALL FEARS

The idea: You have to lead a counter-terrorism team as they perform a range of dangerous missions around the globe. The motivation behind all of this? "The freedom and future of the free world". No chipping off to the boozer for a couple of hours, then...

Best features: All that rubbing out bad guys requires some boys' toys to play with, night vision goggles, flashbangs, frag grenades and more small arms than an anemone.

Bottom line: We're expecting good things from Red Storm, who are responsible for *Ghost Recon* and the *Rainbow Six* series. So, if you like your games tense, gritty and bedecked in combat trousers, look no further.

ANTICIPATION ★★

EXPECTED UK
AUTUMN

CRASH

The idea: *It'sssssss a driving game – sorry, did our best to inject some excitement there. And it isn't based on the infamous stump-licking David Kronenberg film of the same name, although it is full of pile-ups and metal-rending. Select a beautiful classic motor, then cane it into other cars until it squirts brake fluid. Oh, and try and win a races with what's left as well.

Best features: There's 18 different game modes, including Free-for-All, Stuntman and Bus Jumping, keeping the thrill of smashing cars fresh for as long as is humanly possible.

Bottom line: Please don't let it just be a cross between *Stuntman* and *Destruction Derby*.

ANTICIPATION ★

EXPECTED UK
TBC

KLONOA BEACH VOLLEYBALL

The idea: Hey, the sub-*Sonic* cat is back minus his magic ring – but packing a beach-full of potential. Don't fancy getting sand kicked in your face or being on the receiving end of a high velocity spike? Then take your Ambre Solaire elsewhere.

Best features: One to four player team play, the chance to pair up with *Klonoa* faves Lolo and Popka – and a natty system for pulling off specials. Fill up zones in the opposing court (in a noughts and crosses style) and you'll pull off a net-singeing attack.

The Bottom Line: Originally developed for PSone, this is still looking tidy, although a bit sparse on the power-ups that usually make or break this type of game.

ANTICIPATION ★★

EXPECTED UK 2003

RED DEAD REVOLVER

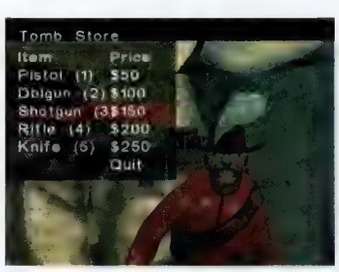
"Sci-Fi – zapped of all energy. Fantasy – hacked off with it. Action – ah blow it out ya... Wait up, what about Westerns? Everyone likes cowboys, don't they?" So the development brainstorm at Angel Studios probably went a couple of years ago. And now, thanks to Capcom, here's your chance to slap on some chaps and become your very own Man With No Name. Er, except he's got one.

The idea: Your family was killed by outlaws, you were raised by Native Americans and now you've come of age, you're out and about fighting the good fight while Ennio Morricone plays guitar. Say hello to silent stranger, Red.

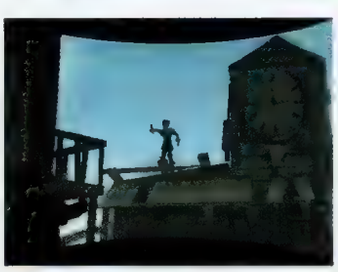
Best Features: More Wild Wild West than High Chapparal, this dusty outing leaves reality safely tied to the rails outside the saloon. Dynamite wielding boss battles, ghost warriors of Cherokee braves, a limitless supply of throwing knives and the accepted ability to carry enough rifles, pistols, shotguns and ammo to stock a small garrison. There's also a chance to straddle nags and, our personal favourite, shoot the guns out of a desperado's hands.

Bottom Line: Thirty minutes hands-on with the code has left us slightly more dubious about this than we were post E3, predominantly due to the warped control system you're force to wrestle with – the game freely switches between first and third-person whenever it fancies. But, we're sure such glaring irregularities will be resolved prior to the game's release next year.

ANTICIPATION ★★★

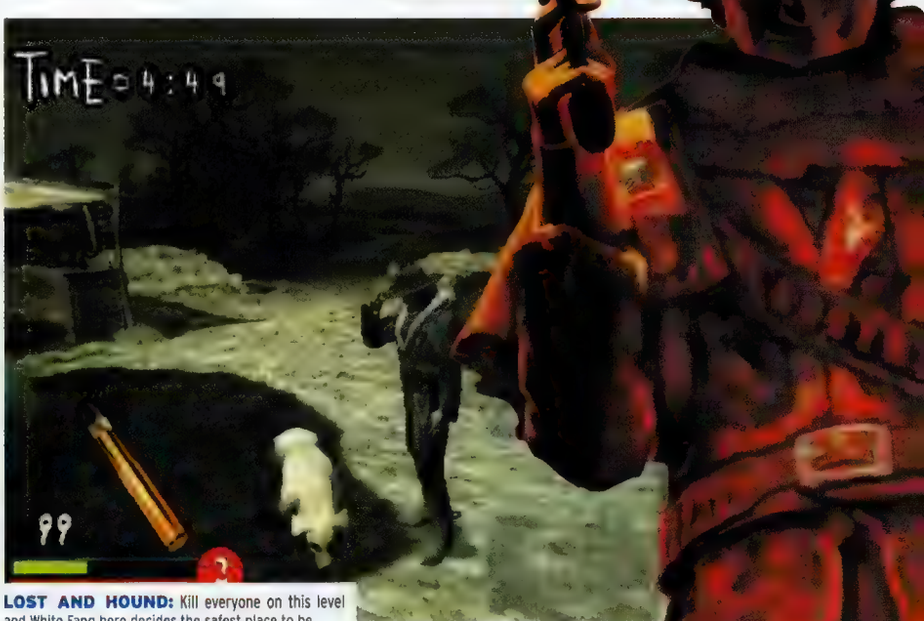


TRADING PLACES: Visit a trader and you can spend all that bounty money and stock up on weapons.



HIGH DOOM: This town's full of Mexican bandits and Alaskan trappers out for your hide.

WING MEN: How much damage your shots cause is indicated by the countdown clocks above the gunmen.



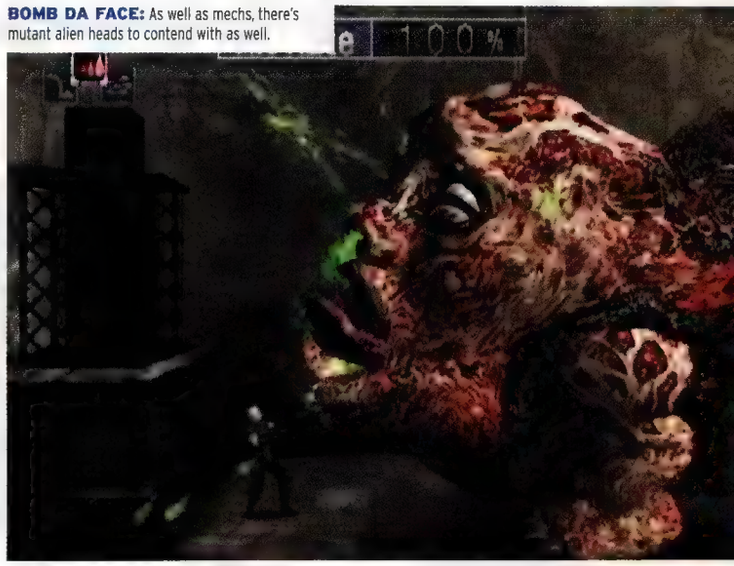
LOST AND HOUND: Kill everyone on this level and White Fang here decides the safest place to be.

RED SQUARE: Look deeper than the grizzled beard, battered jacket and killer stare and you'll see a white stetson shining through.

CONTRA: SHATTERED SOLDIERS

"MUTANT BOSS BATTLES AGAINST OVERSIZED ALIEN HEADS"

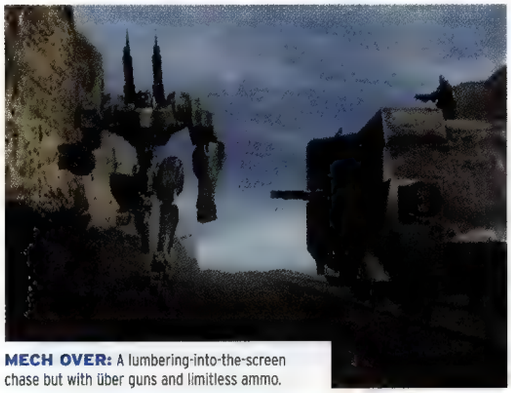
SUPER HANG ON: Here you get to shoot and dodge incoming missiles at the same time.



BOMB DA FACE: As well as mechs, there's mutant alien heads to contend with as well.

EXPECTED UK TBC

CONTRA: SHATTERED SOLDIERS



MECH OVER: A lumbering-into-the-screen chase but with über guns and limitless ammo.

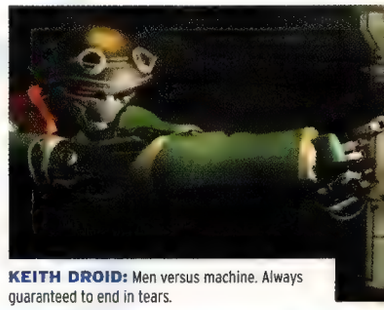
Shattered Soldiers? Yep, you can bet it's knackering being squeezed from the cosy confines of 2D platform history into the sprawling world of PS2 3Dness. Just think of moving house while attempting to have major cosmetic surgery at the same time...

The idea: Take one, if not 'the most', famous side-strolling shoot-em-up ever created and develop an update using 2D-cum-3D technology last seen in the likes of *Klonoa: Lunetia's Veil* – so loads of forced chases married to traditional scrolling jump and shoot sections then.

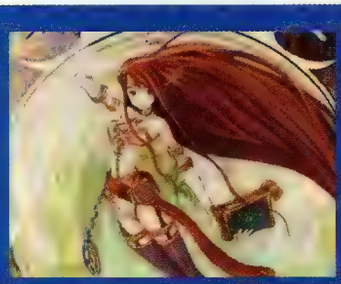
Best Features: Christ, where to start? Being able to walk in one direction while shooting in the other, the inclusion of a two-player co-op mode, the ability to cycle between three carried weapons, multiple endings, non-stop combat, mutant boss battles against oversized alien heads, lumbering mechs... It's already shaping up to be blunderbuss packed with brainless slaying shot point blank into your eyes.

Bottom Line: The 16-bit title was genius, the PSone remake a total shambles. But, on the early evidence of the footage at E3, this could be the evolutionary branch this respected franchise has been begging for.

ANTICIPATION ★★★



KEITH DROID: Men versus machine. Always guaranteed to end in tears.



EXPECTED UK TBC

PROJECT VENUS

The idea: Awww shit! We were all up for this until we read that the action kicks off when hero Blood has his village torched. What is it with RPG scriptwriters? Anyway, tired cliches aside, it's a hand drawn RPG that closely resembles *FF10* after a skin graft from *Herdy Gerdy*.

Best features: Every RPG needs a hook to distinguish it from the crowd and this one comes with the bonus of being online compatible. Although you won't be able to play the single-player game in its entirety, you can challenge other players to network battles.

Bottom Line: Fact – there is no PS2 network outside Japan as yet, so the odds are longer than a Siberian oil pipe of this ever reaching the UK.

ANTICIPATION ★★

EXPECTED UK TBC

VIRTUA COP RE-BIRTH

The idea: One for all you slowly greying slot jockeys out there. *Virtua Cop 1* and *Virtua Cop 2* merged into an epic 40 minutes of lightgun trigger action.

Best features: OK, so we were being a bit harsh on the time front but it's still just the original two games mashed together. Plus, it'll save you a sock-full of change. Other than that though, it's the expected classic combination of barrel shooting, car chases, Uzi slaughter and pin-point zone detection on the shots.

Bottom line: You pay for the game, you pay for the peripheral. You finish the game, you put the peripheral in the attic. Is it just us or does that seem like a monumental waste of money?

ANTICIPATION ★

EXPECTED UK TBC

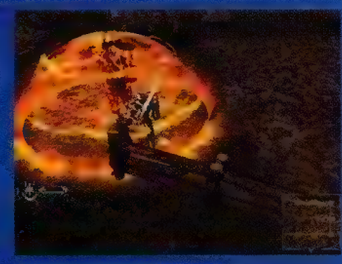
SAKURA TAISEN: WORLD PROJECT

The idea: You ready for this? Right. A band of female warrior dancers lead by Oogami Ichirou battle to defend Tokyo against ultra-right nationalists while wearing huge mechanised suits. Now there's a plot.

Best features: Six games in the *Sakura Taisen* series are planned for international PS2 markets before 2003. Some are ports of DC originals while others are new creations with the emphasis on isometric conflict in the style of the old *Front Mission* titles on PSone.

Bottom line: Hiroi Ouji, the executive producer, claims that his team will develop all six games in under four years which puts them on a par with 3DO. Make of that what you will.

ANTICIPATION ★★



EXPECTED UK SEPTEMBER

LEGION: THE LEGEND OF EXCALIBUR

The idea: It's one of those RPG-with-a-dash-of-realtime-strategy things – a hefty shot of action and a sprinkling of mythology. King Arthur has reunited the Knights of the Round Table, and now leads them into some dynamic battles. Oh, yes.

Best features: Eric Yeo, one of the original *Command & Conquer* creators, doing swords and sorcery? Expect pitched battles, magic and the occasional pyrotechnic incantation from wizened staff-wielder Merlin.

Bottom line: Ambitious, sure to appeal to RPG fans and potentially boasting enough RTS appeal to capture everyone else. Funny how much the Grail spell looks like *C&C*'s Ion Cannon, though.

ANTICIPATION ★★★

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37686 - Britney Spears ..... Overprotected
37689 - Alien Ant Farm ..... Movies
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37666 - Daniel Beddingfield ..... Gotta Get Thru This
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SoothShock 2

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STRESS-TESTED

We've all been there – and technology's to blame. Modern games, with their vaunted 'realism', do more and more to make you feel like a social inadequate when you fail. Jesus, if you can't steer an impervious, auto-shift Mazda around *GT3*'s Super Speedway, do you really *deserve* to be driving in real life? And, frankly, if you can't even co-ordinate a thimbleful of button-taps in *Britney's Dance Beat*, how in the name of John Inman do you ever expect to impress a member of the opposite sex with your silky skills? Face it, pal, you're an utter, utter failure.

CALM DOWN

Or at least, that's what *They* want you to think. Here at PSM2, we know *you're* not to blame – it was the controller or the framerate, wasn't it? Of course it was. And finally there's a pad that recognises that fact.

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Signature .....

Address .....

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SoothShock 2 (s)™

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Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
Alone in the Dark 4
American Pro Trucker
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury

B = 0 2
Baldur's Gate: Dark All.
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout

C = 0 3
C.Bandicoot: W.of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Cart Fury
Casper: Spirit Dimensions
Chris Edwards' Ag. Inline
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Conflict Zone
Cool Boarder 2001
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 0 4
Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime 02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freekstyle
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters

G = 0 7
G1 Jockey
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
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Grand Theft Auto 3
Grandia 2
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo

H = 0 8
H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hot Shots Golf 3

I = 0 9
Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution

J = 1 0
J McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Just Bring It

K = 1 1
Kengo: M. of Bushido
Kessen
Kessen 2
Kinetica
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2002
Major Lgue Baseball '02
Major Lgue Baseball '03
Martian Gothic
Master of Bushido
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z.Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Monsters Inc
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 1 4
Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NFL 2001
NFL 2002
NFL Blitz 2002
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 1 5
Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
007 Agent Under Fire
Operation Winback
Operative (N.O.L.F)
Orphen

P = 1 6
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden

Q = 1 7
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 1 8
R Carmichael's MX 2002
Racer Revenge
Rayman 2
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2
Res. Evil: C .Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Romance of 3 Kingdoms 7
Rumble Racing
Rune: Viking Warlord

S = 1 9
S Palmer's Snowboarder
Sarge's Heroes 2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Sky Surfer
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
Soldier of Fortune
Soul Reaver 2
Space Channel 5 Part 2
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street, NBA
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3

T = 2 0
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F)
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
Tokyo Extreme Racer
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 2
Tony Hawk's 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Transworld Surf
Triple Play 2002
Triple Play Baseball
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1
UEFA Champion League
Ult.FChamp.: Throwdown
Unreal Tournament

V = 2 2
Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Voyager Elite Force
V-Rally 3

W = 2 3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S.Cars'02
W.W.2: Prisoner of War
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
WWF Smackdown 3 J.B.I.

X = 2 4
X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3

Y = 2 5
Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 2 6
Zeonic Front
Zone of the Enders

0-9 = 2 7
007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
4x4 Evolution
7 Blades

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